WHITE DWARF™

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MONTHLY MAGAZINE

WARHAMMER 40,000
WARHAMMER
CITADEL
THE HOBBIT:
AN UNEXPECTED JOURNEY™

JULY 2013
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WARHAMMER 40,000
APOCALYPSE

WHITE DWARF

JULY 2013

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MEET THE WHITE DWARF TEAM

A new month brings with it a host of fresh releases and news from the Games Workshop hobby. The White Dwarf team is on hand to guide you through what's new and exciting once again.

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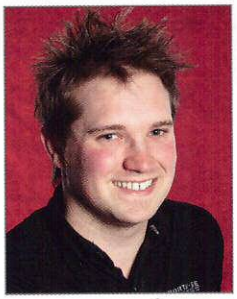

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WHITE DWARF OPENING SALVO

Jes Bickham
Editor

Sometimes a regular game of Warhammer 40,000 just isn't big enough. Even in battles filled with Dreadnoughts, Land Raiders, Eldar Wraithknights, Riptide Battlesuits, Daemon Princes and Tyranid Carnifexes there's always room for a bit more of the epic; and that's where the mighty Apocalypse comes in.

This brand-new expansion for Warhammer 40,000 allows collectors to bring absolutely everything they own to the tabletop in massively exciting extra-large games of far-future conflict. It's a handsome hardback book with plenty of new rules to enable this but, more importantly, it offers you several distinct ways in which you can 'Apocalypse-ise' your collection; by adding Super-heavy vehicles and Gargantuan Creatures, or formations that allow you to take, say, squadrons of Flyers or Monstrous Creatures (and much more besides), or by simply adding units that you've always wanted to your collection.

Basically, Apocalypse is about freedom and belief-beggaring escalation; forget the Force Organisation charts and paint up those three Baneblades you've always wanted. The release of two humungous new Apocalypse kits – the Khorne Lord of Skulls and the Tesseract Vault – should certainly give Chaos and Necron players cause for celebration. (When I got my hands on the Tesseract Vault I actually yelped a little with excitement.)

We've had terrific fun with Apocalypse this issue, so turn to page 66 to see how the White Dwarf team got their collections Apocalypse-ready, and then see us go to war with them in the Battle Report on page 80. May your own games of Apocalypse be as epic and enjoyable – and why not drop us a line and tell us all about them? Enjoy the issue!

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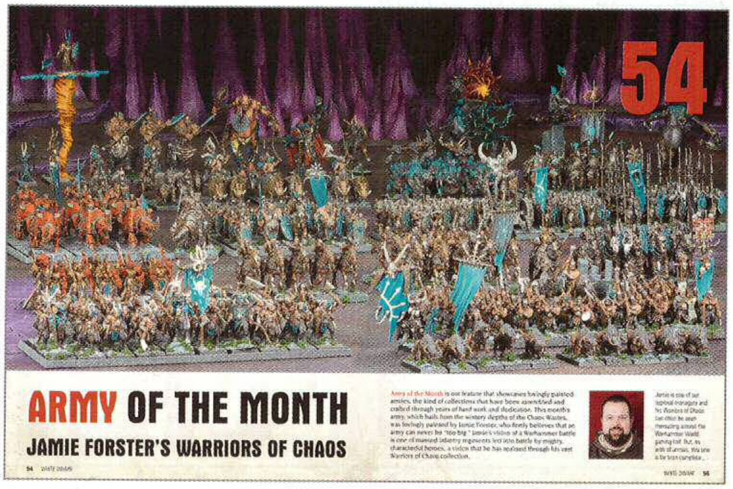
The greatest battles of our time are upon us! Warhammer 40,000: Apocalypse is released this month, with much fanfare and some amazing new stuff. There is the brutal Khorne Lord of Skulls, a Necron Tesseract Vault and a huge hardback book bursting with thrilling content. Big battles have never looked so exciting. Join us as we take a look at all the latest products from the Design Studio and beyond.



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ARMY OF THE MONTH

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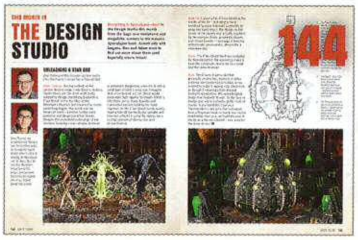

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White Dwarf: Between playing games in the White Dwarf hobby room, painting new models and preparing for this month's Battle Report there's been lots going on in the White Dwarf bunker. Come take a look at our hobby month.

The Design Studio: There has been plenty afoot in the Design Studio this month, with two new Super-heavy kits, as well as a selection of amazing scenery unleashed. We speak to the designers to get the low-down on all the new models.

Forge World: The unflinching efforts of the Forge World team mean that there's never a dull moment in their glorious realm of resin kits – we take a look at what's going on in their studio this month.

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NEW RELEASES

The greatest battles of our time are upon us! Warhammer 40,000: Apocalypse is released this month, with much fanfare and some amazing new stuff. There is the brutal Khorne Lord of Skulls, a Necron Tesseract Vault and a huge hardback book bursting with thrilling content. Big battles have never looked so exciting. Join us as we take a look at all the latest products from the Design Studio and beyond.

With the mighty form of a Tesseract Vault looming large behind them, the phalanxes of the Necron army advance.

WARHAMMER 40,000 APOCALYPSE

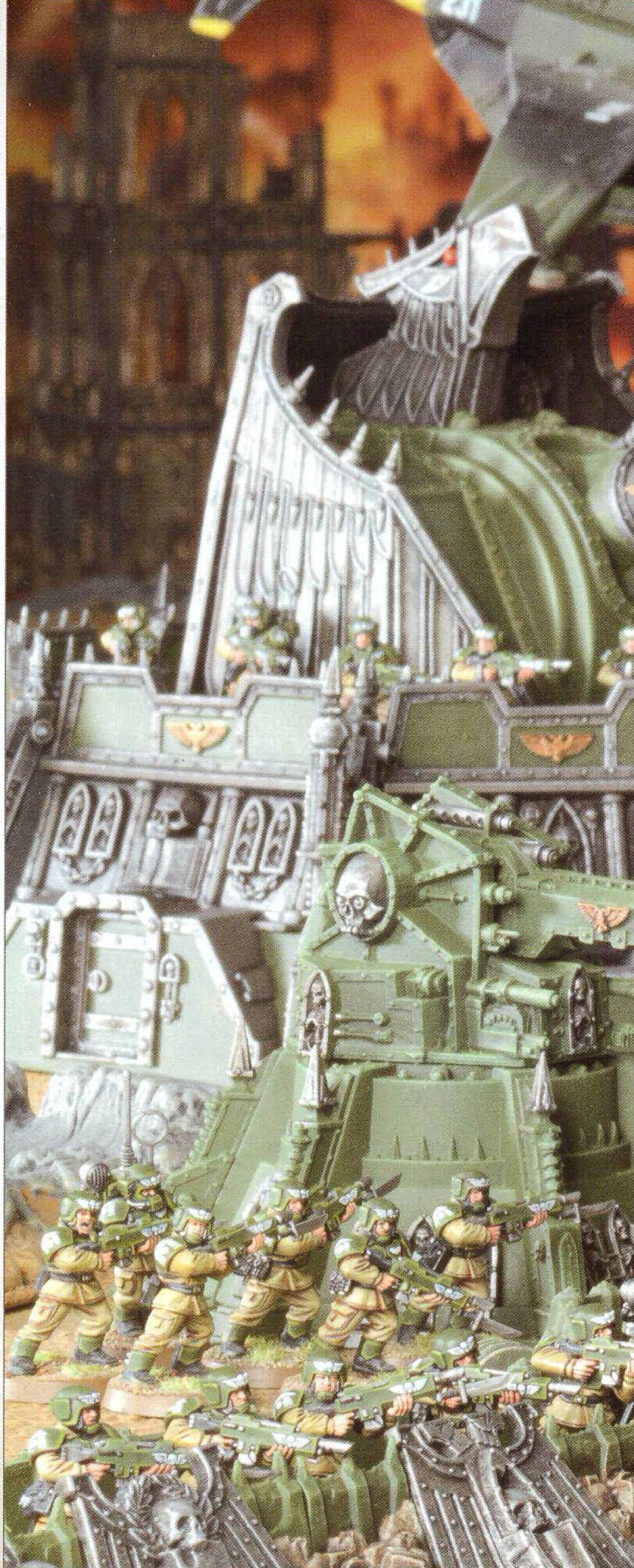
KHORNE LORD OF SKULLS

The largest of all the Daemon Engines made so far, the Khorne Lord of Skulls towers over the rest of the Chaos Space Marine army. Everything about the Lord of Skulls conveys a singularity of purpose: the slaughter of the foe. Heavy-duty tracks and a bulldozer blade crush all who fall before it, a massive chain-bladed axe fells any foe no matter how big, and huge cannons slay entire squads at once.

Every surface of the model is covered in fantastically ornate detail, not to mention a ridiculous number of skulls. The distinctive symbol of Khorne appears everywhere you look, worked into the extensive filigree and stamped onto every section of track. Even the head crest is shaped into a stylised icon, in the manner of the plastic Khorne Berzerkers. My favourite instance of this is the dozer blade that dominates the front of the hull; it's fashioned from nothing more than a giant Khorne sigil packed with skulls.

The Lord of Skulls has a great deal of design cues in common with the other Daemon Engines too (the Heldrake and the Maulerfiend in particular) from the look of the exhaust stacks and the segmented design of the armour plates, to the tiniest of details such as the heat vents covering the hull.

It's a great kit to build too, and one that comes together satisfyingly quickly. I built mine over a couple of lunchtimes and found myself constantly staring at it throughout the day. There are quite a few options, including a couple of head designs and two separate crests. There are different gun options for the belly and arm too, the coolest of which has to be the skullhurler; lots of gnashing skulls packed into a bigger skull. Skulls for the skull god, indeed. **AK**



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1 The icon of Khorne adorns a vambrace the size of a Space Marine.

2 There must be countless hundreds of skulls sculpted onto the model.

3 The star of Chaos on the left shoulder pad is also stuffed with skulls.

4 The right shoulder pad is patterned with the stylised skull of Khorne.

5 Gargoyles in the shape of Juggernaut heads adorn the blood tanks.

6 The model is armed with a gigantic chainaxe.

5

6

WARHAMMER 40,000 APOCALYPSE

KHORNE LORD OF SKULLS

Wrought only by the most ambitious of Warpsmiths, the Khorne Lord of Skulls is a grotesque Daemon Engine powered by the boiling blood of murderers. As it wreaks carnage with its arsenal of weaponry, this iron beast growls in anger.

1 The Lord of Skulls rumbles into battle on four heavily armoured track sections.

2 The symbol of Khorne is sculpted all over the Lord of Skulls, including on the ornate filigree that decorates every surface.

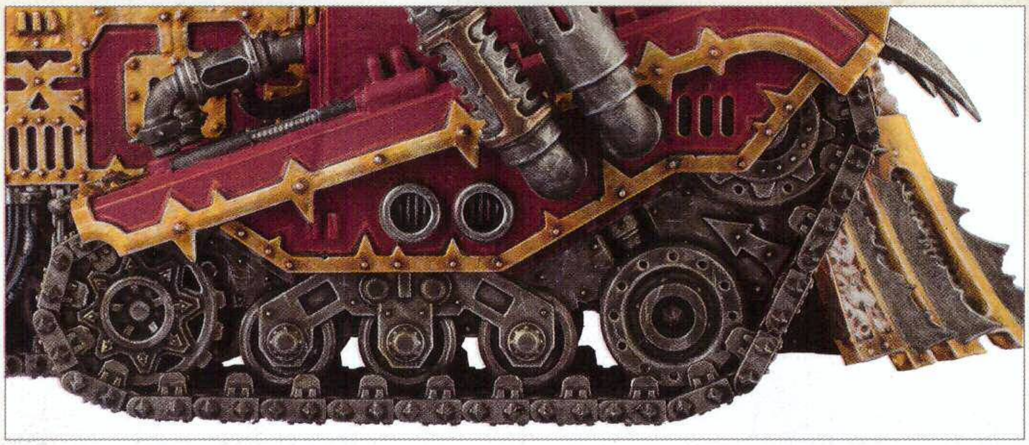
3 Even the treads of the Lord of Skulls' tracks are decorated with tiny sigils.

4 The exhausts on the side of the track units can be affixed in a variety of different places.

5 Ornate chimney stacks and exhaust ports stud the back of the Lord of Skulls.

6 The kit comes with two different designs of helmet – this leering daemonic face and an enclosed helm.

7 Either helmet can be adorned with either design of crest, both of which form the iconic crest that has always been synonymous with warriors of Khorne.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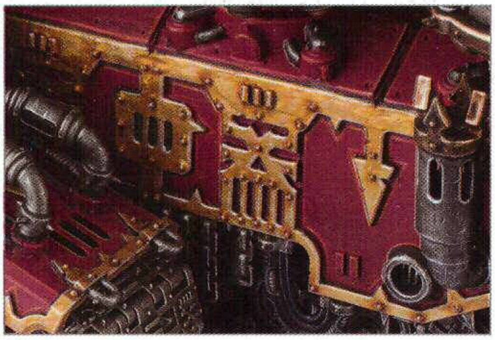
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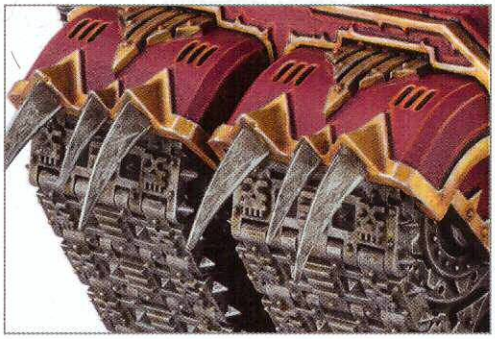
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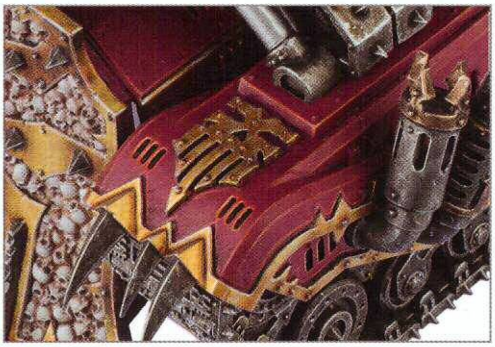
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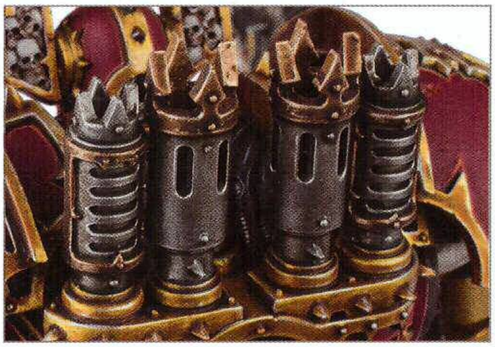
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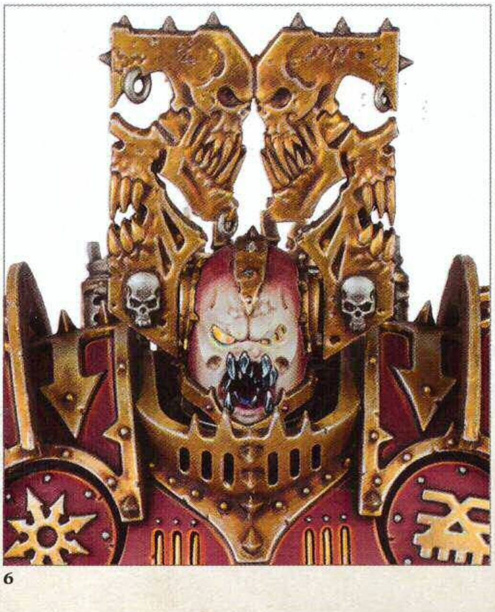
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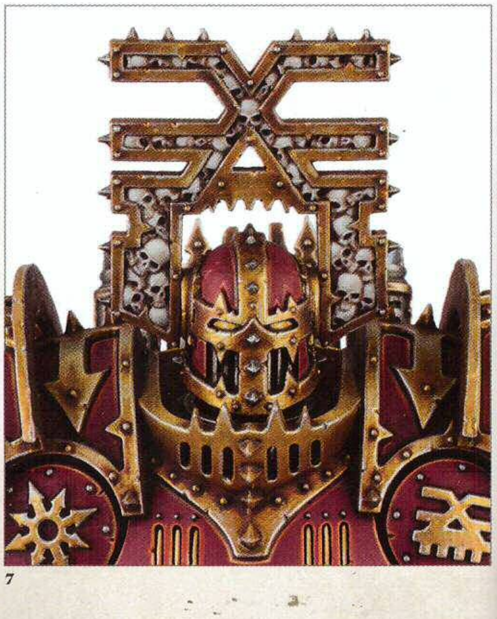
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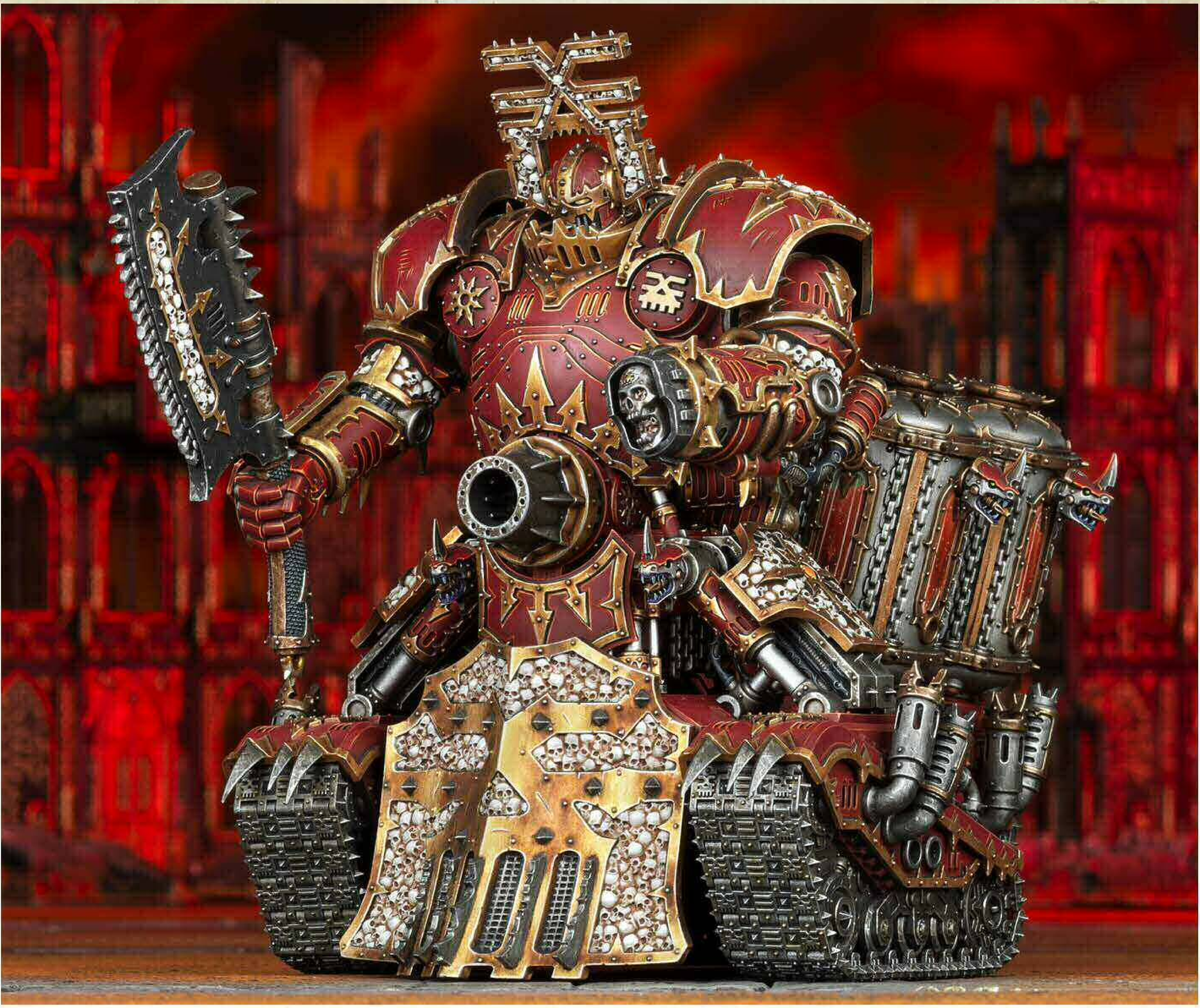

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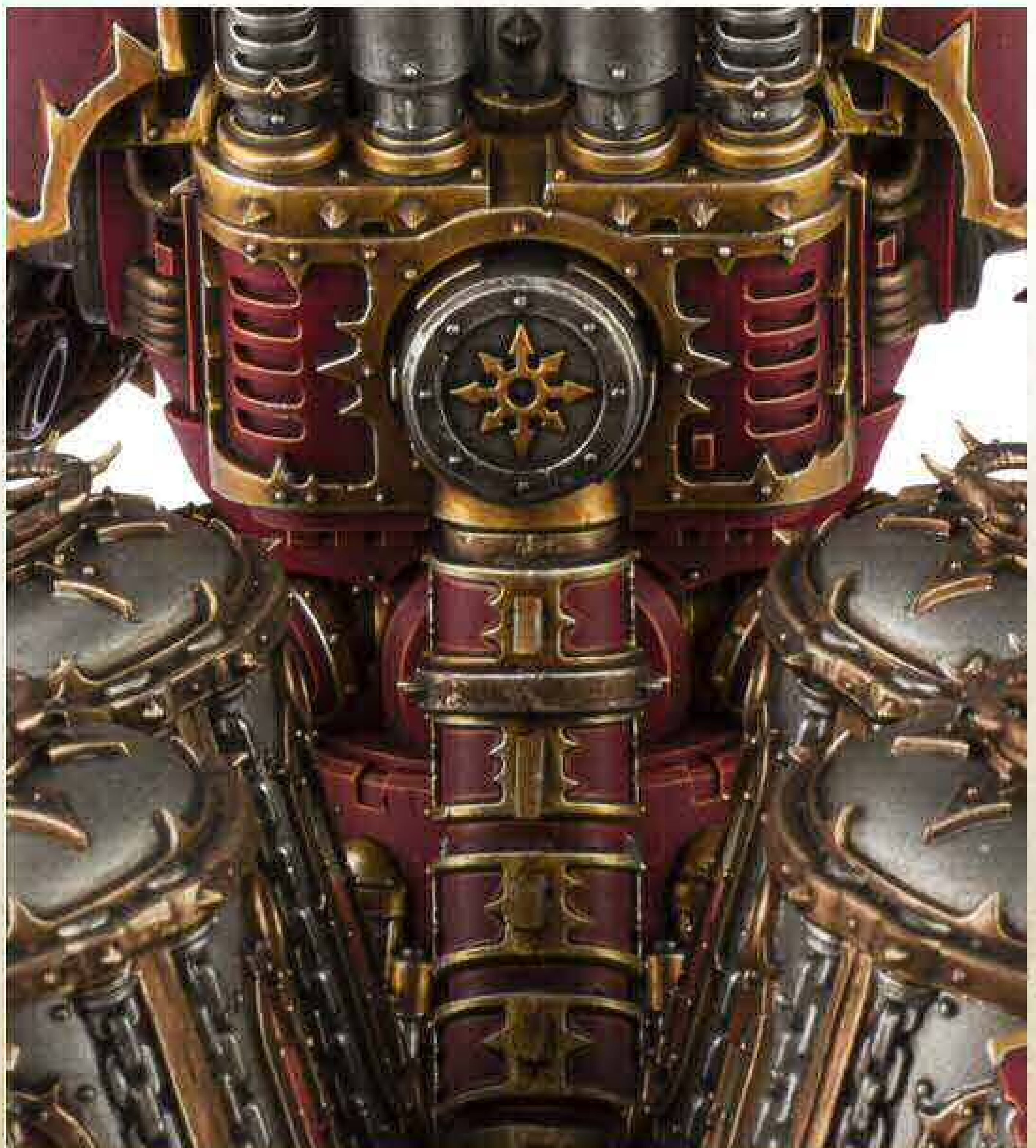


8 A Khorne Lord of Skulls armed with a gorestorm cannon and a skullhurler.

9 The ichor cannon spits a great gobbet of blood.

10 The daemongore cannon fires a gout of boiling filth at the foe.

11 The infernal power plant on the back of the Lord of Skulls. The segmented design of the spine shares many design cues with the Heldrake.

WARHAMMER 40,000 APOCALYPSE

NECRON TESSERACT VAULT

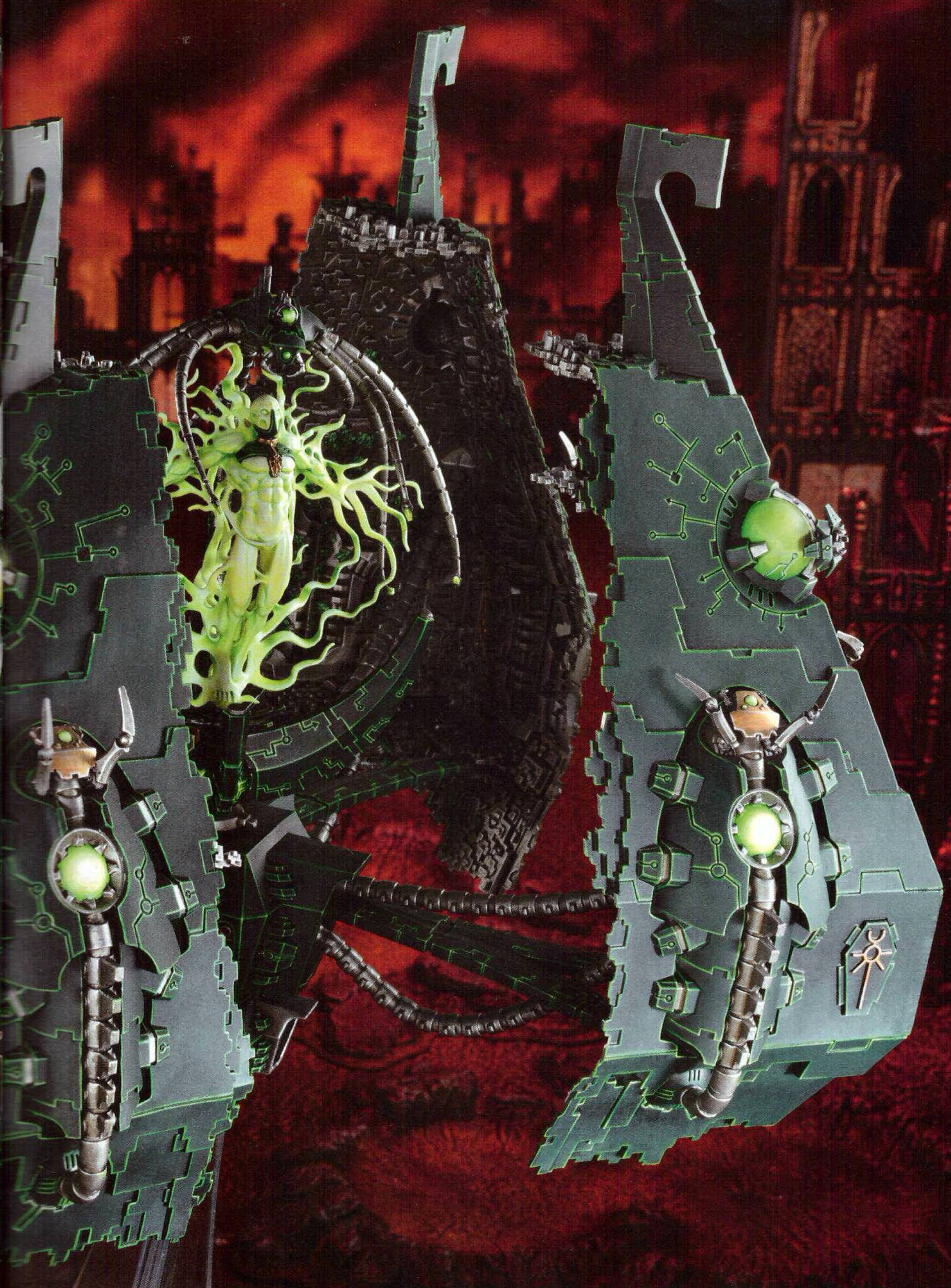
Entombed in the centre of the Tesseract Vault is a Transcendent C'tan, a mighty shard of divine power that was once one of the Necrons' deadliest foes. Now it is trammelled and used for war, the living metal walls that surround it both a prison and a focus for its blinding puissance.

Such is the elemental might of the C'tan that the walls of the Tesseract Vault are perpetually being destroyed by the insane energies the star god generates. It is only the unceasing ministrations of the Canoptek Leech constructs arrayed around the exterior of the Tesseract Vault that keep the C'tan in check; these, and the Sentinel that encloses the C'tan itself in a force shield generated by eight writhing mechanical tendrils.

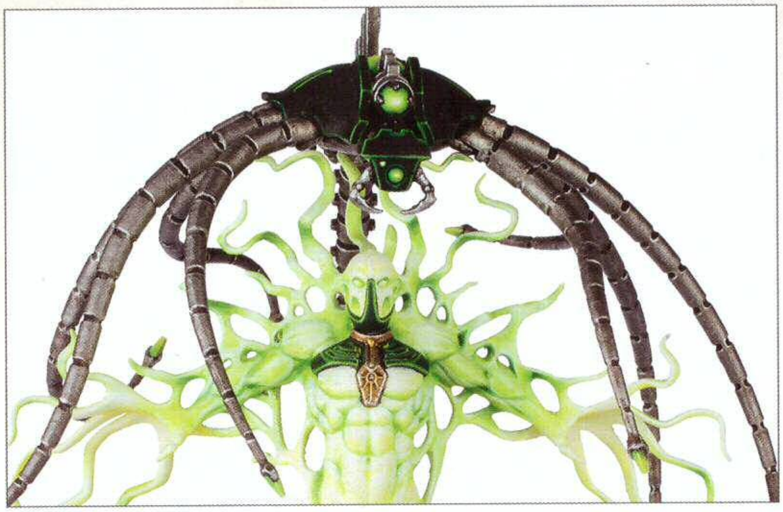
This gigantic new kit is nothing less than the Necrons' ultimate machinery of destruction. Resembling a massive, disassembled Monolith with an energy-wreathed deity at its centre, the Tesseract Vault's intricate, exploded structure is emblematic of the Necrons' layered hyper-technology. It's a futuristic cage for a creature from nightmare and, along with the Khorne Lord of Skulls, a perfect centrepiece for your games of Apocalypse.

Surprisingly simple to assemble, the kit also comes with a plentiful 40 separate Canoptek Scarabs that you can attach wherever you like on the model, most obviously on areas where the raw power of the C'tan is ripping the Vault apart. There's a wonderful narrative inherent in swarms of tiny robot beasts scurrying to repair the damage the star god has wrought, and thus keep it imprisoned and controlled. **JB**

Full details for this month's releases are on page 50.



NECRON TESSERACT VAULT



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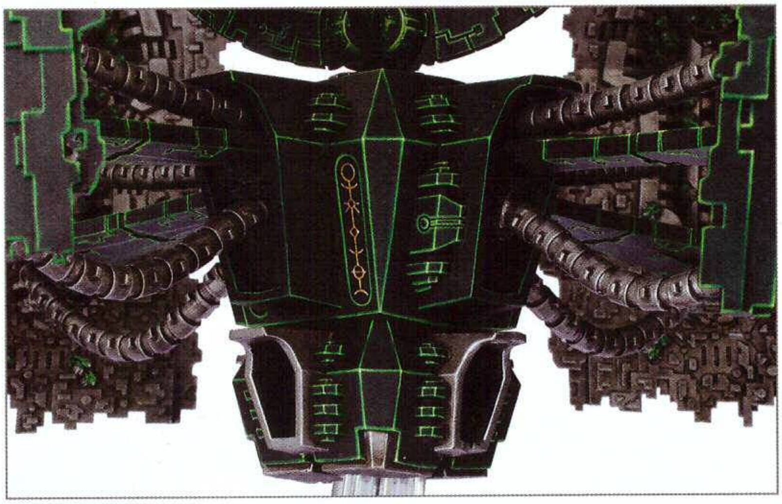

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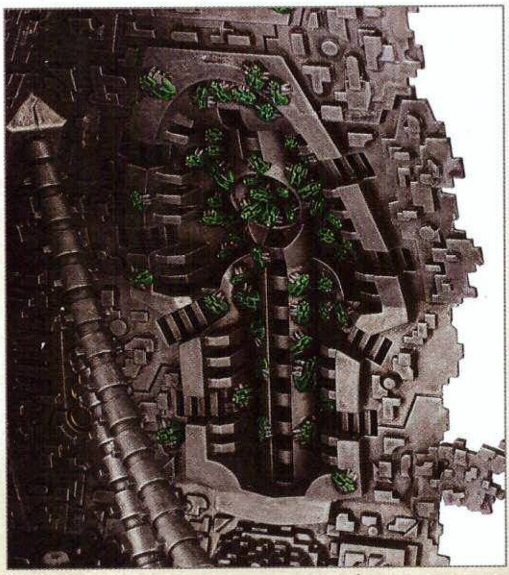

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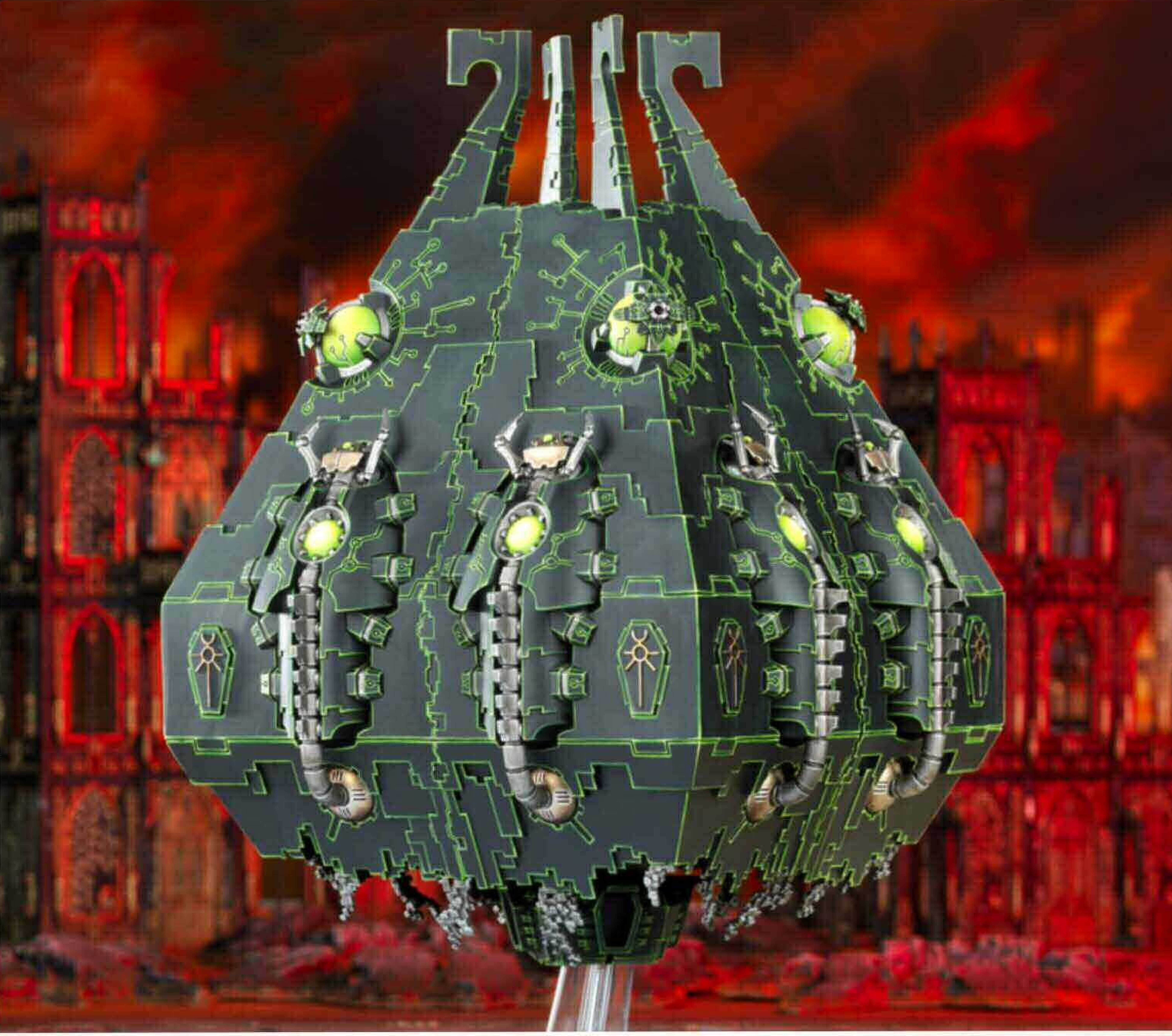
1 A Transcendent C'tan is imprisoned at the heart of the Tesseract Vault.

2 Conduits and cabling channel the energies emanating from the C'tan to devastating effect.

3 Ever-vigilant guardian constructs are docked with the hull.

4 The C'tan is imprisoned within a cage partially formed of its own energy and watched over by a Canoptek Sentinel.

5 The interior of the Vault is highly detailed, covered in armour panels and repair Scarabs.

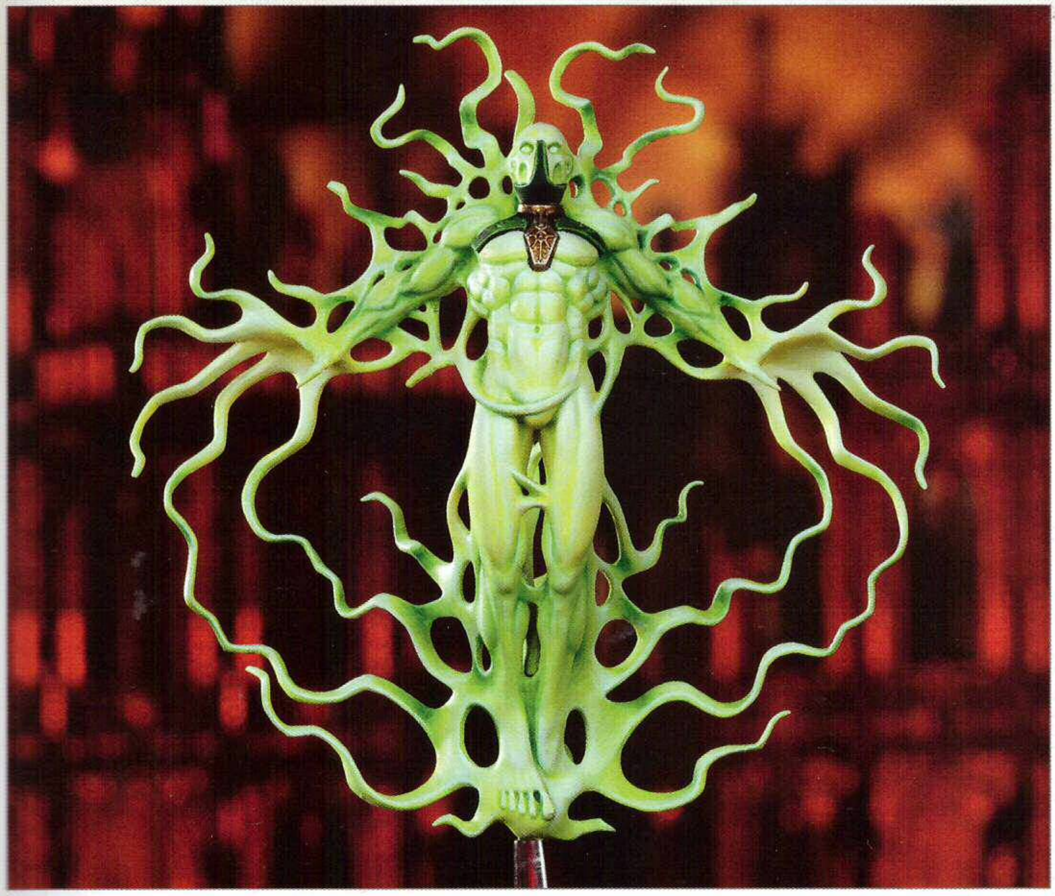


WARHAMMER 40,000 APOCALYPSE

NECRON OBELISK

When the skies of the 41st Millennium grow dark with the shadows of dogfighting flyers, the Necrons deploy the mighty Obelisk – a hulking construct that blows enemy aircraft out of the sky and obliterates them with an earth-shaking gravity pulse.

TRANSCENDENT C'TAN



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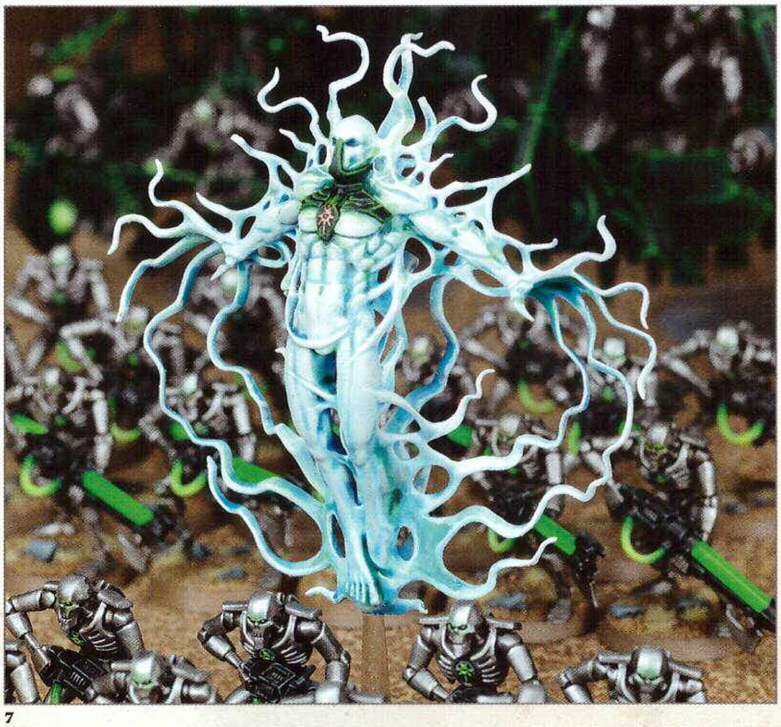
6 If you assemble the model as an Obelisk, you can mount the Transcendent C'tan on a flying stand and use him as a unit in his own right.

7 A Transcendent C'tan is at once the Necrons' most powerful weapon and deadliest foe, but in times of great peril they are unleashed upon the enemy army.

While the Tesseract Vault represents an awe-inspiring culmination of the Necron war effort, it is by no means the last word on the lengths this ancient race will go to in order to achieve victory. In times of direst need, Nemesors driven to final deeds of desperation will unleash a Transcendent C'tan from the shackles of a Tesseract Vault, allowing it free destructive reign on the battlefield – an act as dangerous to the Necrons as it is to the enemy. The Transcendent C'tan from the Tesseract Vault kit can be removed from its hyper-dimensional prison and used as a unit in its own right in your games of Apocalypse; wreathed in ribbons of transluminal energy, it is a striking miniature that also perfectly complements the C'tan Shards of the Nightbringer and Deceiver. With a white undercoat and use of a few Shades, it's also possible to achieve a dramatic paint job with ease. **JB**



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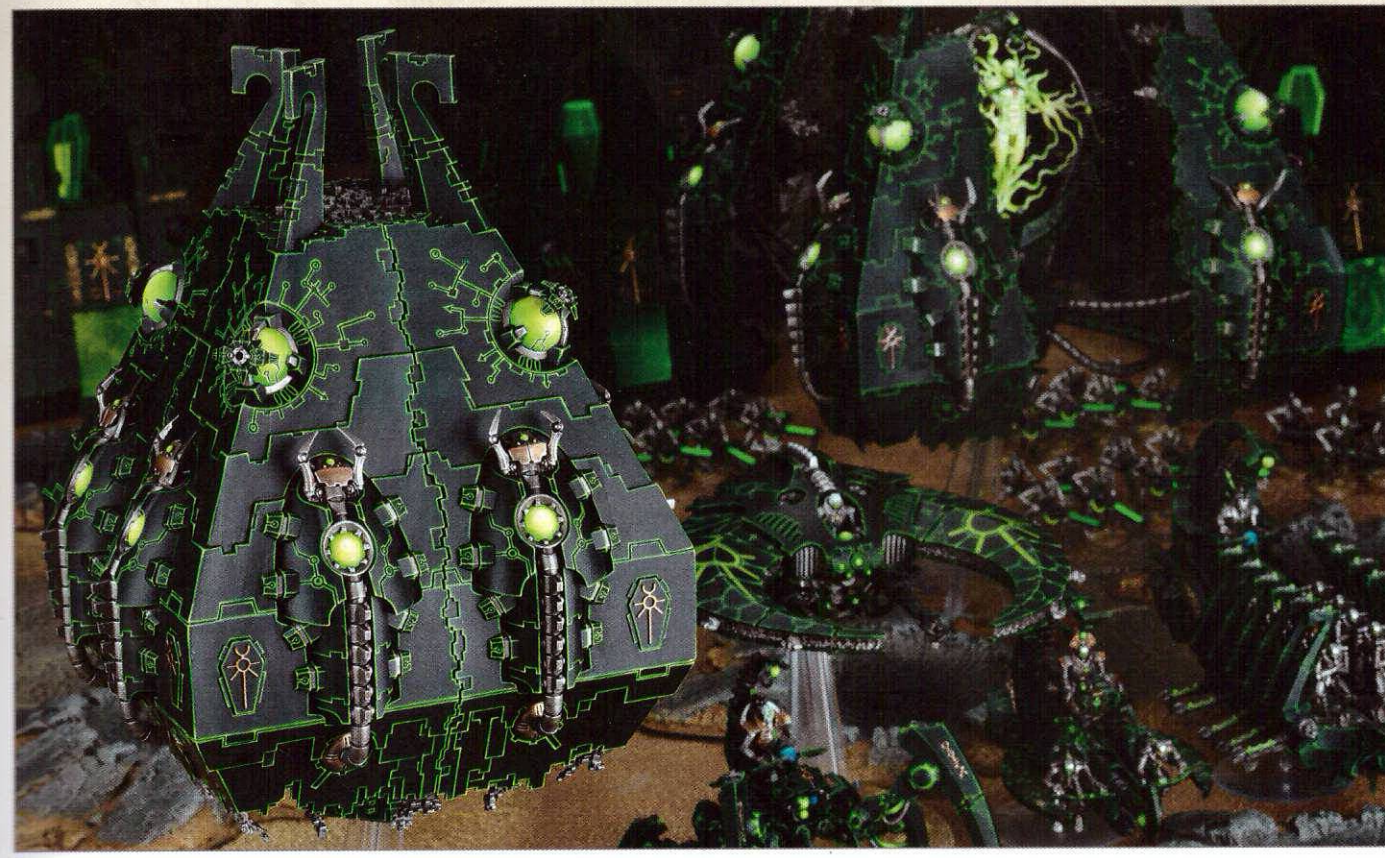

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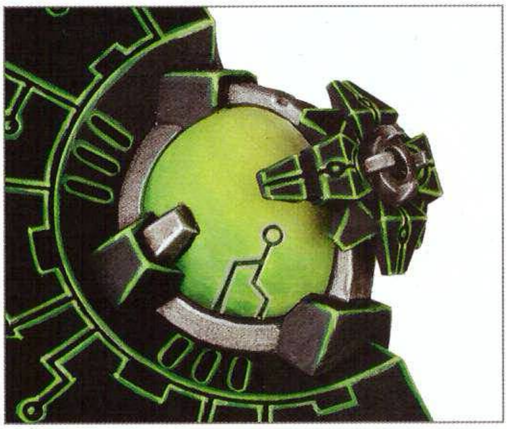
The cyclopean mobile fortresses known as Obelisks are able to remain dormant and undetected beneath the surface of a Tomb World for millions of years. When conflict calls, though, they course with the arcane power of the Necrons and awake, rising to dominance far above the war-torn surface of their planet, utilising gravity itself to eliminate enemy aircraft and annihilating ground-based targets with their eldritch tesla spheres.

This floating bulwark of destruction is an alternative assembly made from the Tesseract Vault kit (and should you choose to make an Obelisk, you'll get a Transcendent C'Tan to assemble too). Mounted on a flying base, the Obelisk hangs high above the battlefield; it's easy to imagine it blotting out the sun with its doom-laden vastness. Whereas the Tesseract Vault sports crumbling metal tiles pulled towards the C'tan at its centre, the Obelisk cunningly utilises the same components to intimate its skyward ascent, pitted metal plating falling to the earth below as it does so. **JB**



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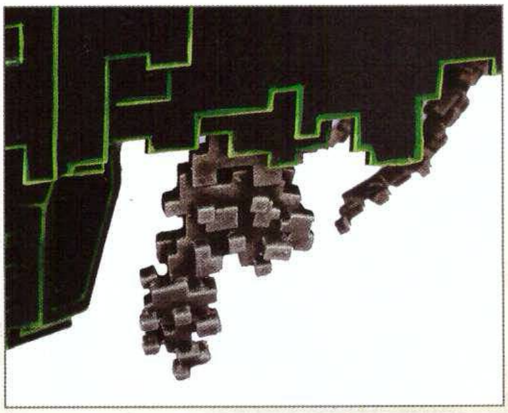

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1 The Necron Obelisk drifts at the vanguard of the Necron advance, ready to ward off enemy flyers with its gravity pulse.

2 Tesla spheres are mounted on each corner of the Obelisk, potent medium-range weapons capable of driving off enemies foolish enough to stray too close.

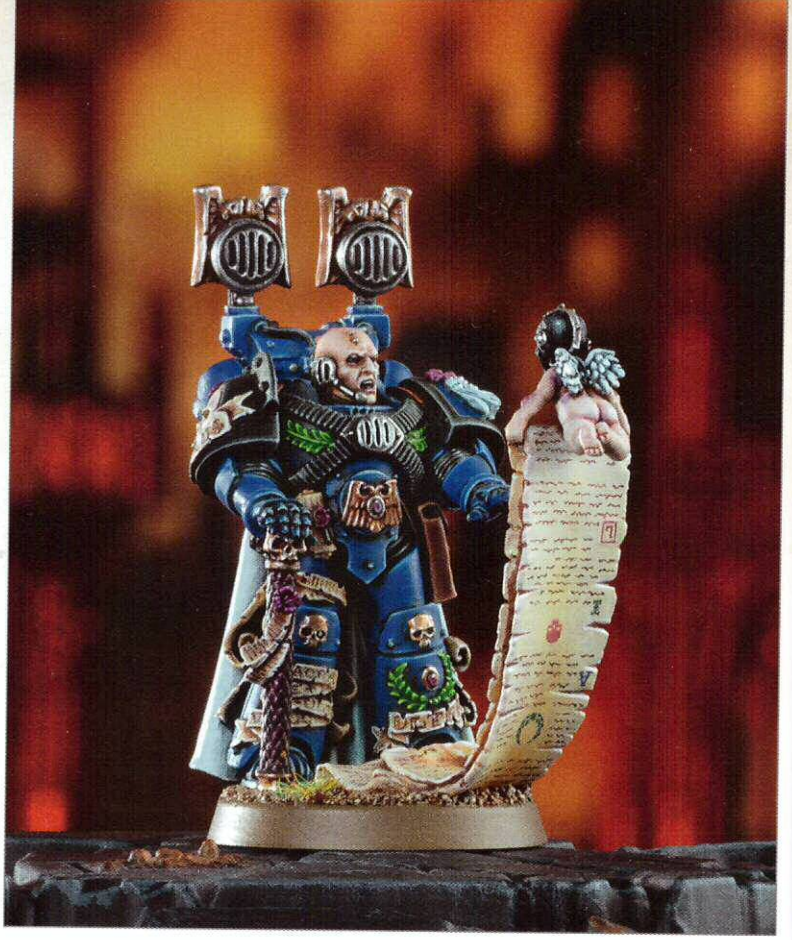
3 When a dormant Necron Obelisk detects an enemy flyer it rises from the ground to activate its weapons – the metal tiles sloughing from its hull create the impression that the detritus of ages is slowly crumbling down beneath it.

WARHAMMER 40,000 APOCALYPSE

MASTER OF THE MARCHES

As well as leading an entire Company of Space Marines in battle, the Master of the Marches has the duty of overseeing the deployment of the Chapter's fighting strength. It is to his knowledge of Chapter dispositions the Chapter Master turns when readying for war.

The Master of Marches is wholly devoted to his duty as he gazes at a massive length of parchment containing critical data. The model is made from Citadel Finecast resin, and contains a wealth of crisp details, such as the cyber-cherub holding a large scroll. The Master of The Marches has ribbons of parchment hanging from his detailed armour and a long cloak with crisp folds. The twin vox-casters on his backpack imply that he must often project orders across the noisy battlefield. **AT**



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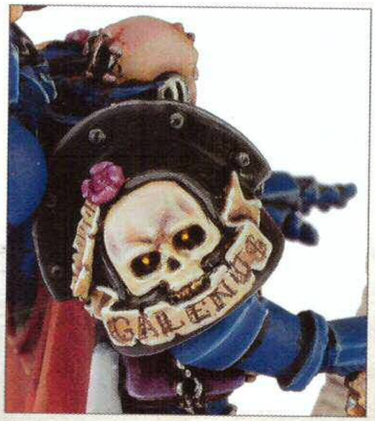
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1 Held aloft by a shrouded cyber cherub is a long sheet of parchment – containing precious information about Chapter strengths and force arrangements.

2 The Master rests his hand on a stave of office.

3 With the cyber cherub and the Master's pose, the model has the feeling of a diorama.

4 The Master of The Marches wears a vox-mic to amplify his orders and instructions through the large vox-casters mounted on his back.

5 A fearsome skull is embossed on the Master's shoulder pad.

6 A large Imperial eagle bearing the numeral for the 5th Company proclaims the Master's position as commander of one of the Ultramarines companies held in strategic reserve.

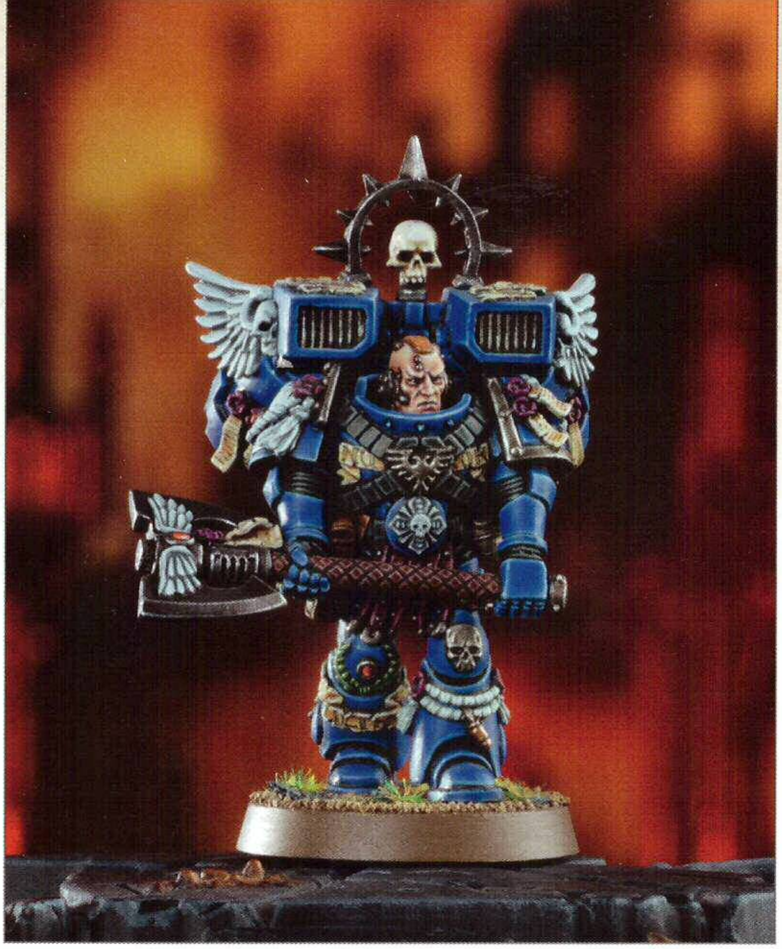
WARHAMMER 40,000 APOCALYPSE

LORD EXECUTIONER

The master of the Assault Company, the Lord Executioner is a brutal and direct soul – not so much given to glittering heroics and flamboyant challenges as short, bloody and efficient close combats.

The model clutches a large double-bladed battle axe in his hands and is walking purposely forwards, with the expression of a stone cold killer on his face as he heads towards his grim duty. His armour is impressively detailed with embossed skulls, scrollwork and plenty of purity seals. Of all the Space Marine Captains the Lord Executioner is the most menacing, with posture, pose and expression brilliantly combined; this Citadel Finecast miniature is rich with drama indeed. **AT**

Full details for this month's releases are on page 50.



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7 The Lord Executioner carries a huge power axe.

8 Winged skulls and purity seals adorn the Lord Executioner's Jump Pack.

9 From above you can see the amount of detailed scrollwork on the Lord Executioner's jump pack.

10 As commander of the 8th Company, the Lord Executioner's shoulder bears assault markings.

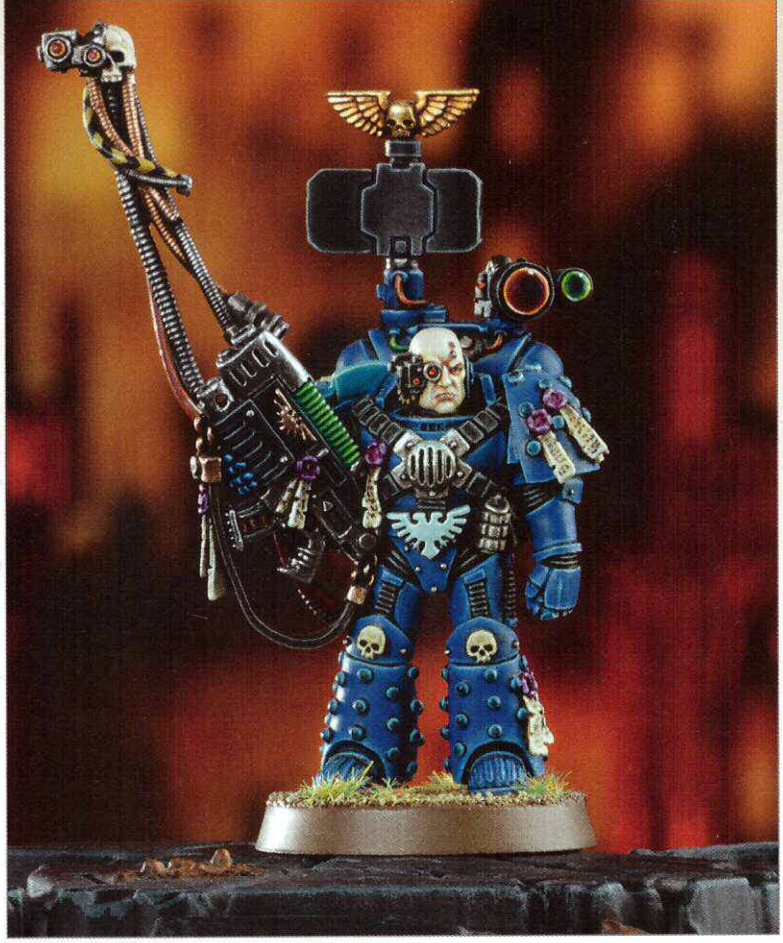
11 The side of the Lord Executioner's head shows evidence of invasive bionics.

WARHAMMER 40,000 APOCALYPSE

MASTER OF RELICS

The commander of the Devastator Company, the Master of Relics is an unmatched expert in the tactics of long-ranged warfare. He is also the custodian of the Chapter's many technological masterpieces, the most dangerous of which are brought to the battlefield in times of exceptional strife.

The Master of Relics is a Citadel Finecast miniature clad in MK V Heresy armour, and armed with an impressive combi-plasma gun. His pose is one of stoic watchfulness as he directs a withering look upon some distant foe. On his backpack the aim of his targetting array matches the angle of his gaze, doubtless gathering telemetry information for his Devastators. The Master of Relics' armour is decked out with a host of little details, from purity seals and a curious servo skull to a grenade dangling from his breastplate. **AT**



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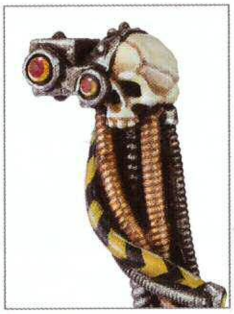

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1 A formidable backpack provides power for the Master's weapons and targeting systems.

2 As master of the 9th Company, he wears Devastator iconography.

3 A communications dish and massive targeting array loom behind the master's head.

4 The Master of Relics has a beautifully captured, undeniably severe, expression on his face.

5 The wire-laden, targeter equipped servo skull.

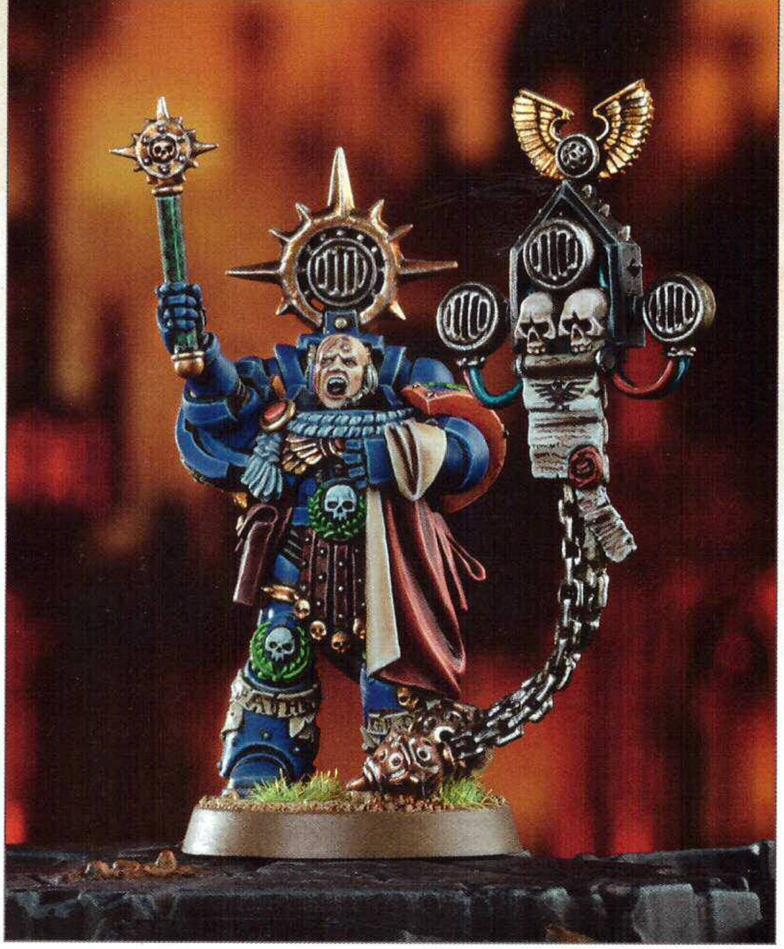
WARHAMMER 40,000 APOCALYPSE

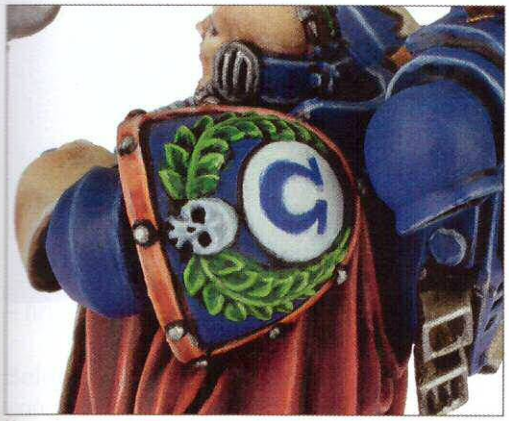
MASTER OF RITES

The Master of Rites is charged with recording and preserving the martial traditions of the Chapter – a bombastic, courageous warrior with unswerving loyalty to his battle-brothers.

There's a real sense of martial pride and fervour to this model – the Master of Rites has one fist clutched to his breast while the other raises high a sceptre of office. His mouth is open in a triumphal shout while his face bears the scars of hard fighting. The sizeable servo-skull with vox-caster that amplifies his warcries is anchored near his feet by a weighty pair of censers. It's easy to imagine the Master of Rites roaring inspiring rhetoric and calling upon his battle-brothers to remember their duty and heritage, even as they clash with the foe. **AT**

Full details for this month's releases are on page 50.





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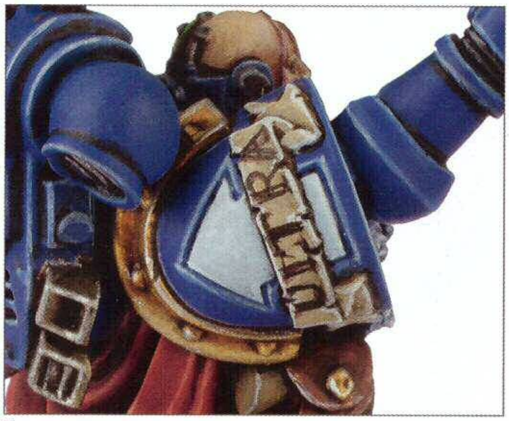

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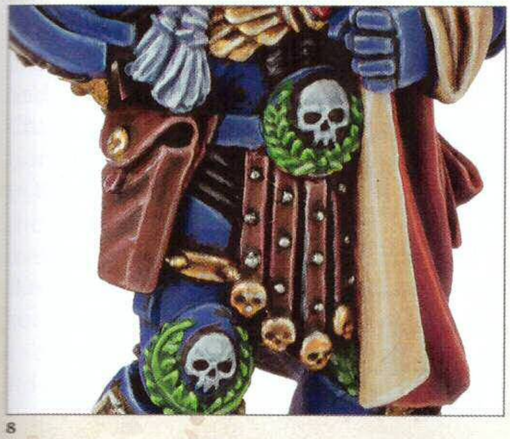

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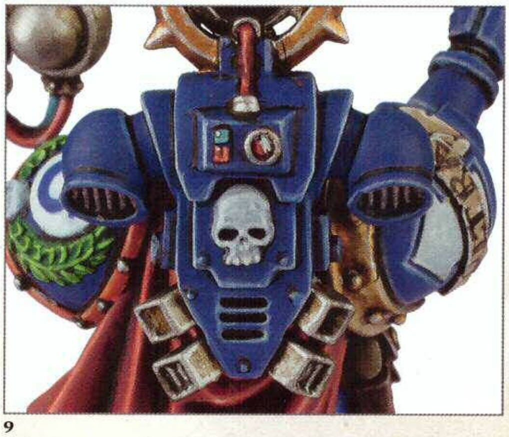

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6 A laurel wreath adorns the master's shoulder pad. There is space to apply your own design to the round detail area.

7 As commander of the 6th Company, the Master of Rites wears a tactical shoulder marking.

8 There are lots of cool armour details, such as skull-marked pteruges.

9 The backpack's power plant charges the master's vox array.

10 The baton is the Master of Rites' sign of office.

WARHAMMER 40,000

APOCALYPSE

Apocalypse is the game of massed battles, where titanic armies clash over huge battlefields. Hundreds of tanks and colossal Titans duel across ruined cities, while entire regiments lay siege to immense fortresses. This is where warriors die in their thousands and heroes make their mark on the galaxy.

1

RULES OF ENGAGEMENT

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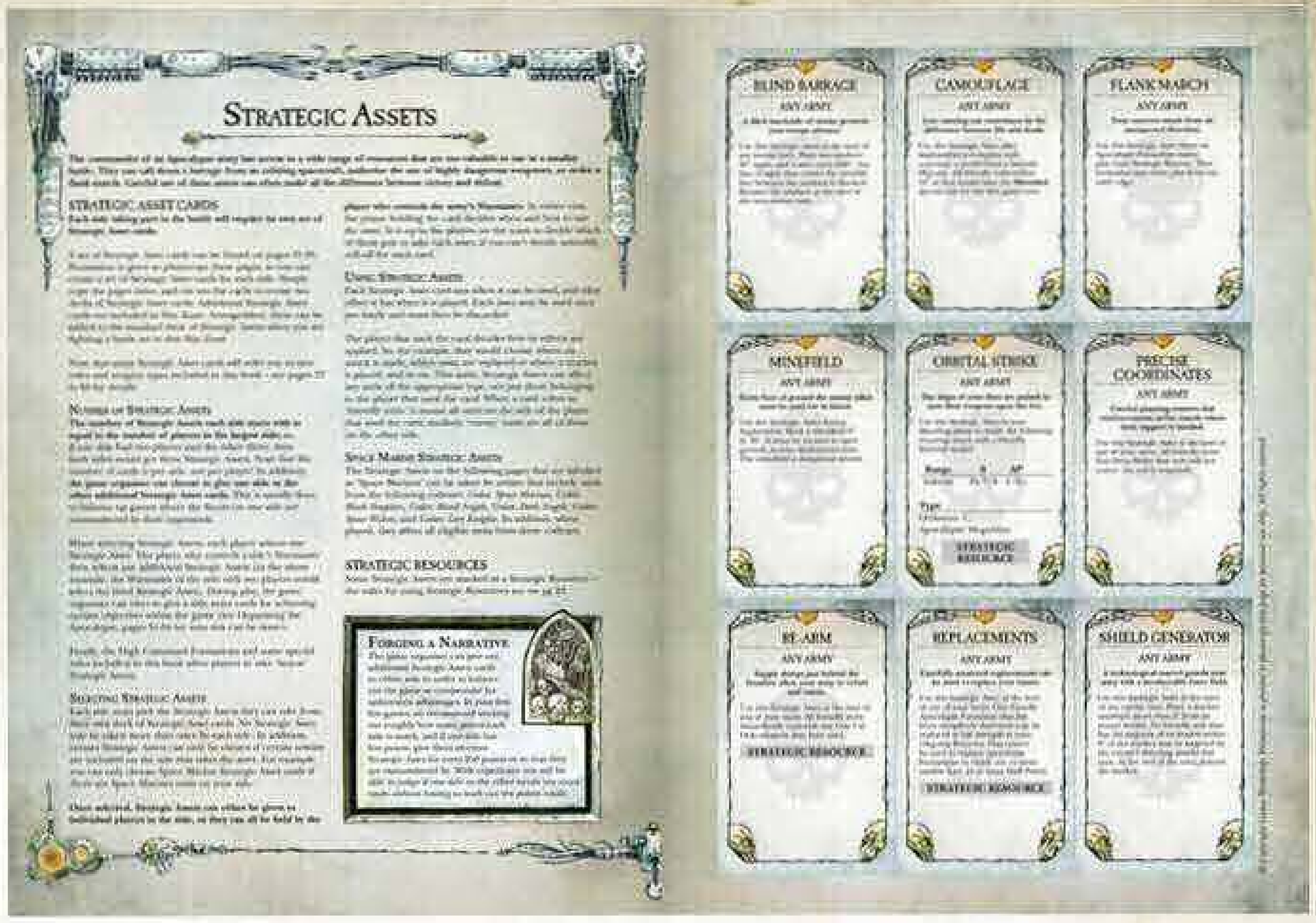

STRATEGIC ASSETS

BLIND BARRAGE

CAMOUFLAGE

FLANK MARCH

MINEFIELD

ORBITAL STRIKE

PRECISE COORDINATES

RE-ARM

REPLACEMENTS

SHIELD GENERATOR

3

IMPERIAL GUARD STORMLORD

IMPERIAL GUARD STORMSWORD

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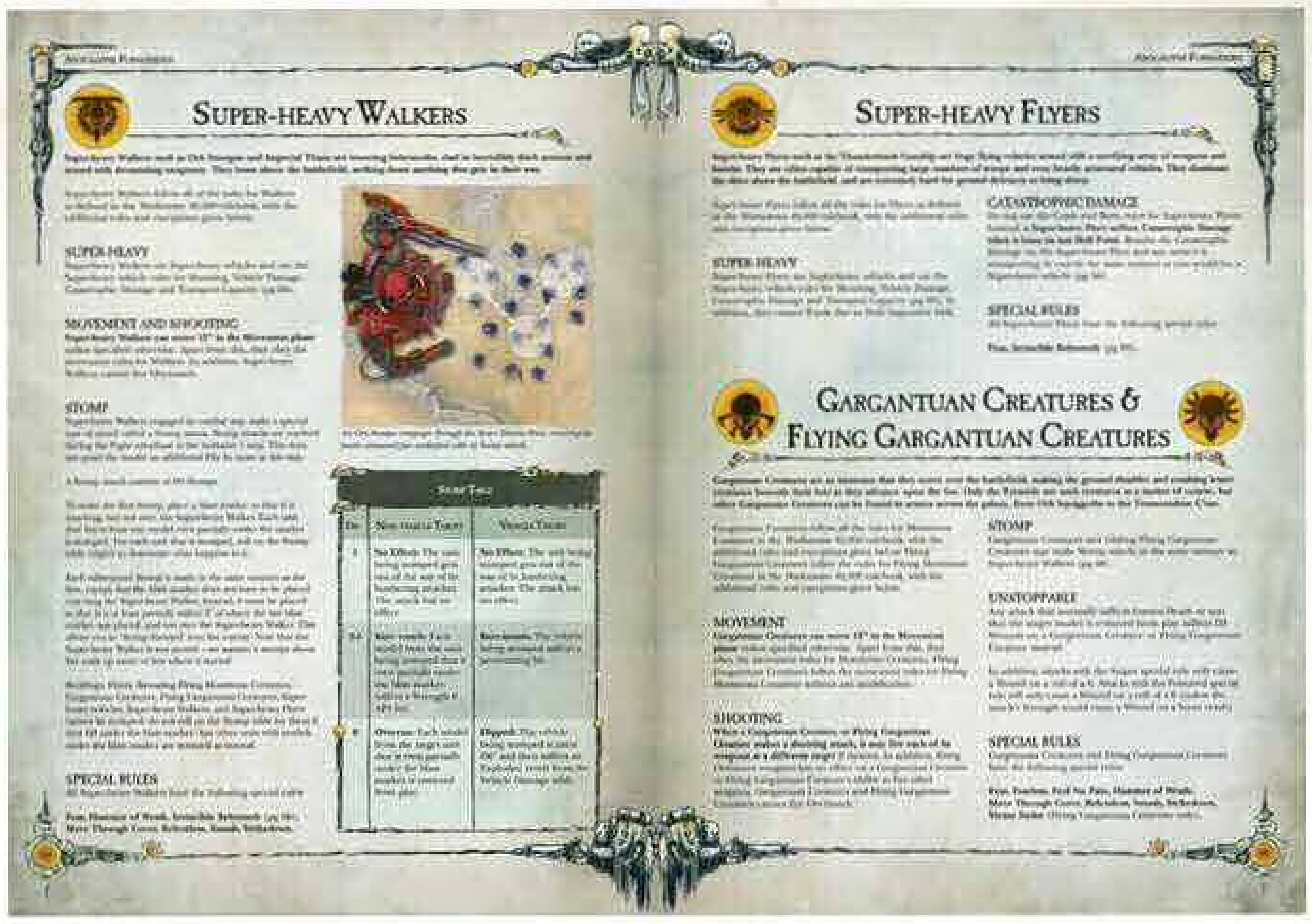

SUPER-HEAVY WALKERS

SUPER-HEAVY FLYERS

GARGANTUAN CREATURES & FLYING GARGANTUAN CREATURES

For those of you new to Apocalypse, it's all about playing huge battles of Warhammer 40,000 with your entire collection of miniatures. This book is designed to make fighting these huge Apocalypse battles easy and exciting while keeping the most important rule of wargaming – having fun! – firmly in mind at all times.

Before you even open this 296-page tome you're greeted with a jaw-dropping battle scene illustrated by Alex Boyd that shows the true scale of an Apocalypse battle. Thousands of Imperial Guardsmen fight and die against the dreaded forces of Chaos, while behind them a Baneblade turns its guns on a Khorne Lord of Skulls. In the background Titans stride through the ruins of an Imperial city, while overhead a squadron of Hell Talons rake the battlefield with bombs. The front cover sets the tone perfectly for a book that is, in every sense, epic. The illustrated pieces in Apocalypse are vast in magnitude, as are

1 Impressive photographs depict armies arrayed for war in titanic clashes of men and machines.

2 Strategic Assets add a twist to your games.

3 The Apocalypse book contains a whopping 112 datasheets.

4 Clear rules explain how to unleash the mightiest of war machines.

5 Apocalypse datasheets range from squadrons of vehicles such as the Heldrake Fear Squadron to Super-heavy war machines such as the Khorne Lord of Skulls.

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CHAOS SPACE MARINES HELDRAKE FEAR SQUADRON

CHAOS SPACE MARINES KHORNE LORD OF SKULLS

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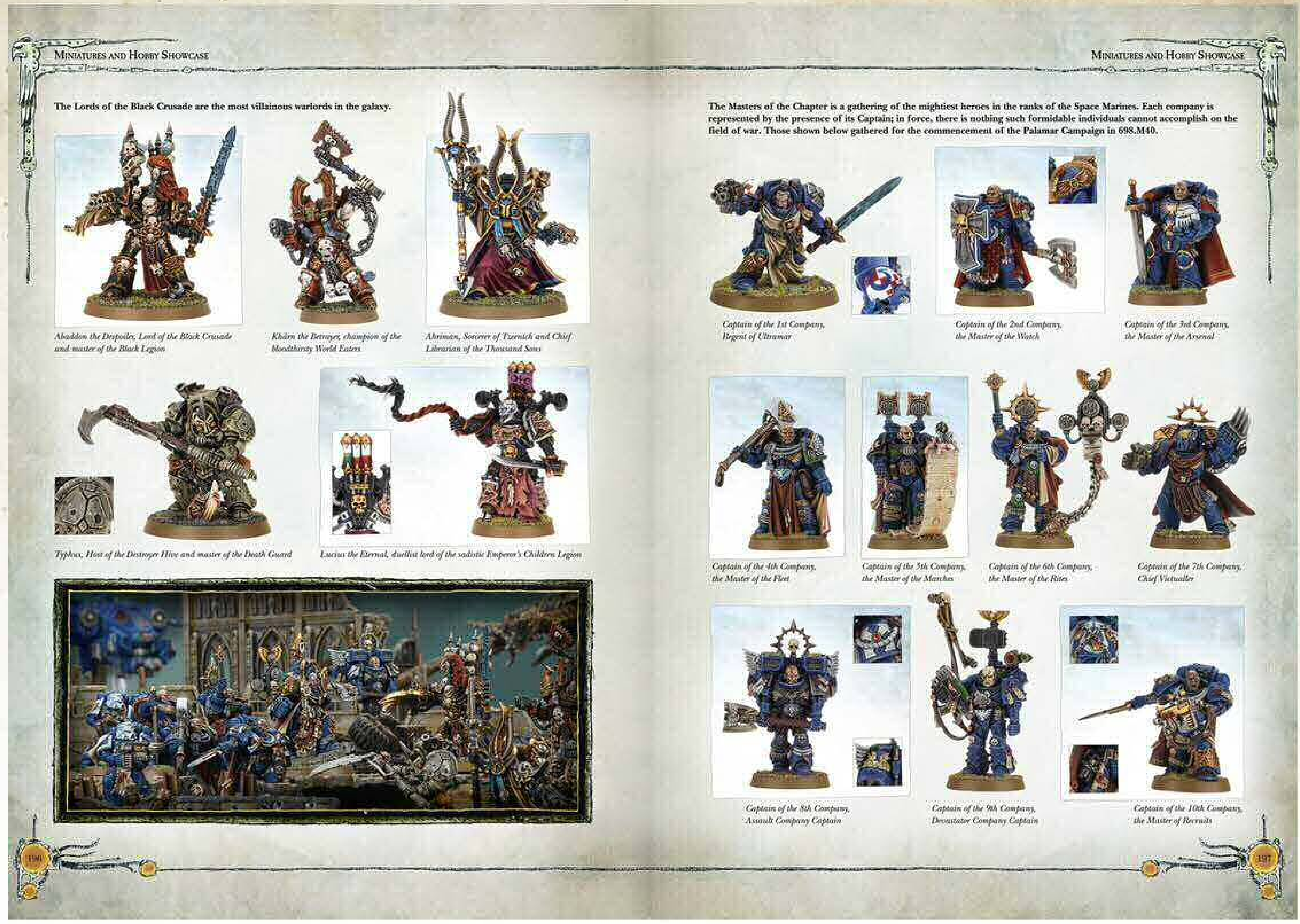

Miniatures and Hobby Showcase

The Lords of the Black Crusade are the most villainous warlords in the galaxy.

Abaddon the Despoiler, Lord of the Black Crusade and master of the Black Legion

Khârn the Betrayer, champion of the bloodthirsty World Eaters

Ahriman, Sorcerer of Tzeentch and Chief Librarian of the Thousand Sons

Typhus, Host of the Destroyer Hive and master of the Death Guard

Lucius the Eternal, duellist lord of the sadistic Emperor's Children Legion

196

Miniatures and Hobby Showcase

The Masters of the Chapter is a gathering of the mightiest heroes in the ranks of the Space Marines. Each company is represented by the presence of its Captain; in force, there is nothing such formidable individuals cannot accomplish on the field of war. Those shown below gathered for the commencement of the Palamar Campaign in 698.M40.

Captain of the 1st Company, Regent of Ultramar

Captain of the 2nd Company, the Master of the Watch

Captain of the 3rd Company, the Master of the Arsenal

Captain of the 4th Company, the Master of the Fleet

Captain of the 5th Company, the Master of the Marches

Captain of the 6th Company, the Master of the Rites

Captain of the 7th Company, Chief Victualler

Captain of the 8th Company, Assault Company Captain

Captain of the 9th Company, Devastator Company Captain

Captain of the 10th Company, the Master of Recruits

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the battle scenes that have been laid out with beautifully painted miniatures. It's easy to lose yourself in these sweeping vistas, several of which are on fold-out pages so that you can appreciate the immense scale of the battles.

Apocalypse battles give you the chance to field dozens of units and formations that you wouldn't normally use in a smaller game. These units are represented by datasheets and there are 112 of them in the book, detailing everything from Stompas and Shadowswords to an Infinite Phalanx of Necron Warriors or a Carnifex Crusher Brood. The book even features a specific warzone: the Third War for Armageddon, that allows you to recreate the historic war between the forces of the Imperium and the unstoppable might of Ghazghkull Thraka's Ork Waaagh!

much more than simply massive games of Warhammer 40,000. There are six new scenarios to play and several dozen Strategic Assets, which allow you to outmanoeuvre your foes, place minefields in front of them or bombard them from orbit. Unnatural disasters erupt across the warzone: magma storms fall from the sky while seismic explosions rip apart the battlefield. Your Warlords can even perform heroic acts during the game, which could potentially turn the tide of battle. Just make sure they don't get killed while doing it – there's nothing quite so tragic as having your commander blown to bits in their finest hour.

Apocalypse is the perfect gateway to truly epic games of Warhammer 40,000 – the ones you've always wanted to play, but never quite got around to. So what are you waiting for? Endless war awaits you! **DH**

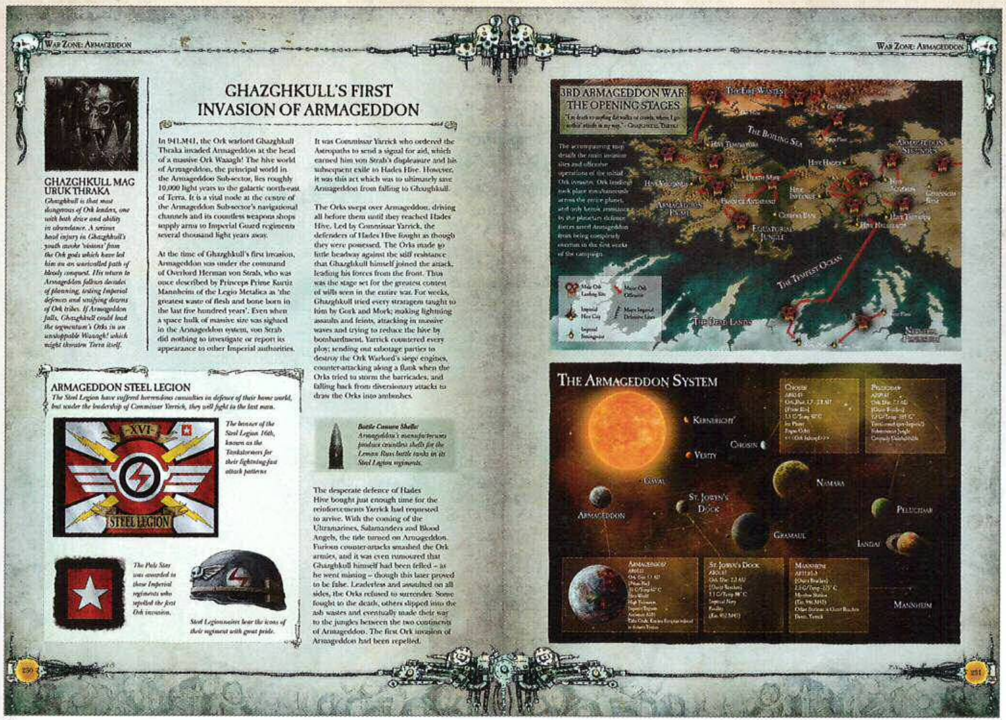
1 The miniatures and hobby showcase section includes many of the galaxy's greatest heroes.

2 The Armageddon Warzone section explains the campaign in unflinching detail.

3 Evocative background is paired with stunning artwork to immerse the reader in the universe of Warhammer 40,000.

4 The book has hidden gems within it, such as this cutaway diagram of a Baneblade.

5 The glorious cover art by Alex Boyd.



GHAZGHKULL MAG URUK THRAKA

Ghazghkull is that most dangerous of Ork leaders, one with both drive and ability in abundance. A serious head injury in Ghazghkull's youth awoke 'visions' from the Ork gods which have led him on an unrivalled path of bloody conquest. His return to Armageddon follows decades of planning, testing Imperial defences and unifying dozens of Ork tribes. If Armageddon falls, Ghazghkull could lead the segmentum's Orks in an unstoppable Waaagh! which might threaten Terra itself.

GHAZGHKULL'S FIRST INVASION OF ARMAGEDDON

In 941.M41, the Ork warlord Ghazghkull Thraka invaded Armageddon at the head of a massive Ork Waaagh! The hive world of Armageddon, the principal world in the Armageddon Sub-sector, lies roughly 10,000 light years to the galactic north-east of Terra. It is a vital node at the centre of the Armageddon Sub-sector's navigational channels and its countless weapons shops supply arms to Imperial Guard regiments several thousand light years away.

At the time of Ghazghkull's first invasion, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Legio Metalica as 'the greatest waste of flesh and bone born in the last five hundred years'. Even when a space hulk of massive size was sighted in the Armageddon system, von Strab did nothing to investigate or report its appearance to other Imperial authorities.

It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately save Armageddon from falling to Ghazghkull.

The Orks swept over Armageddon, driving all before them until they reached Hades Hive. Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against the stiff resistance that Ghazghkull himself joined the attack, leading his forces from the front. Thus was the stage set for the greatest contest of wills seen in the entire war. For weeks, Ghazghkull tried every stratagem taught to him by Gork and Mork; making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy; sending out sabotage parties to destroy the Ork Warlord's siege engines, counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes.

Battle Cannon Shells: Armageddon's manufactorums produce countless shells for the Leman Russ battle tanks in its Steel Legion regiments.

The desperate defence of Hades Hive bought just enough time for the reinforcements Yarrick had requested to arrive. With the coming of the Ultramarines, Salamanders and Blood Angels, the tide turned on Armageddon. Furious counter-attacks smashed the Ork armies, and it was even rumoured that Ghazghkull himself had been felled – as he went missing – though this later proved to be false. Leaderless and assaulted on all sides, the Orks refused to surrender. Some fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continents of Armageddon. The first Ork invasion of Armageddon had been repelled.

ARMAGEDDON STEEL LEGION

The Steel Legion have suffered horrendous casualties in defence of their home world, but under the leadership of Commissar Yarrick, they will fight to the last man.

The banner of the Steel Legion 16th, known as the Tankstormers for their lightning-fast attack patterns

The Pole Star was awarded to those Imperial regiments who repelled the first Ork invasion.

Steel Legionnaires bear the icons of their regiment with great pride.

3RD ARMAGEDDON WAR: THE OPENING STAGES

The accompanying map details the main invasion sites and offensive operations of the initial Ork invasion. Ork landings took place simultaneously across the entire planet, and only heroic resistance by the planetary defence forces saved Armageddon from being completely overrun in the first weeks of the campaign.

THE ARMAGEDDON SYSTEM

2

"The illustrations are vast in magnitude, as are the battle scenes that have been laid out with beautifully painted miniatures."

HIGH MARSHAL HELBRECHT
WAAAGH! ICON
TITAN LEGIONS

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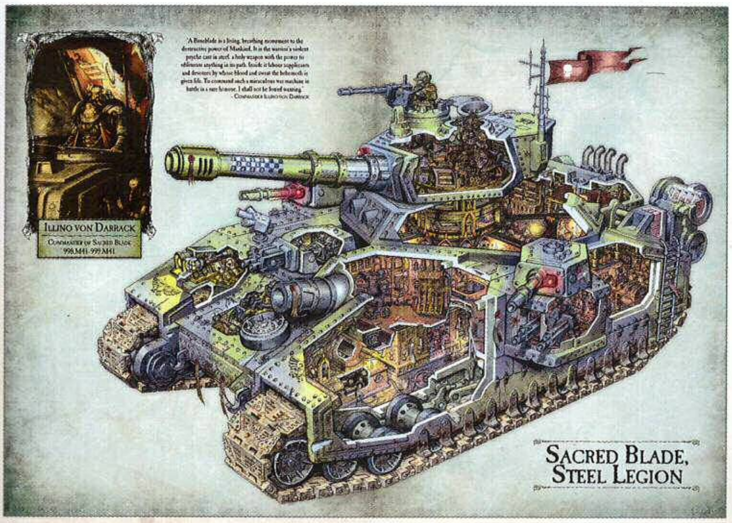

'A Baneblade is a living, breathing monument to the destructive power of Mankind. It is the warrior's violent psyche cast in steel, a holy weapon with the power to obliterate anything in its path. Inside it labour supplicants and devotees by whose blood and sweat the behemoth is given life. To command such a miraculous war machine in battle is a rare honour. I shall not be found wanting.'
– Commander Illino von Darrack

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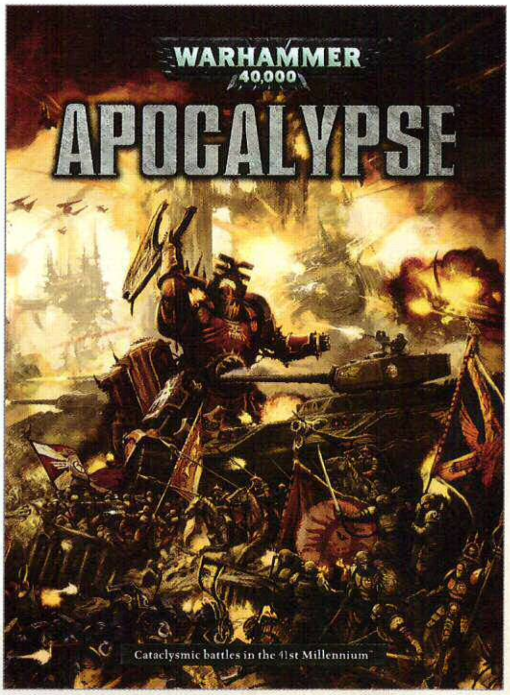

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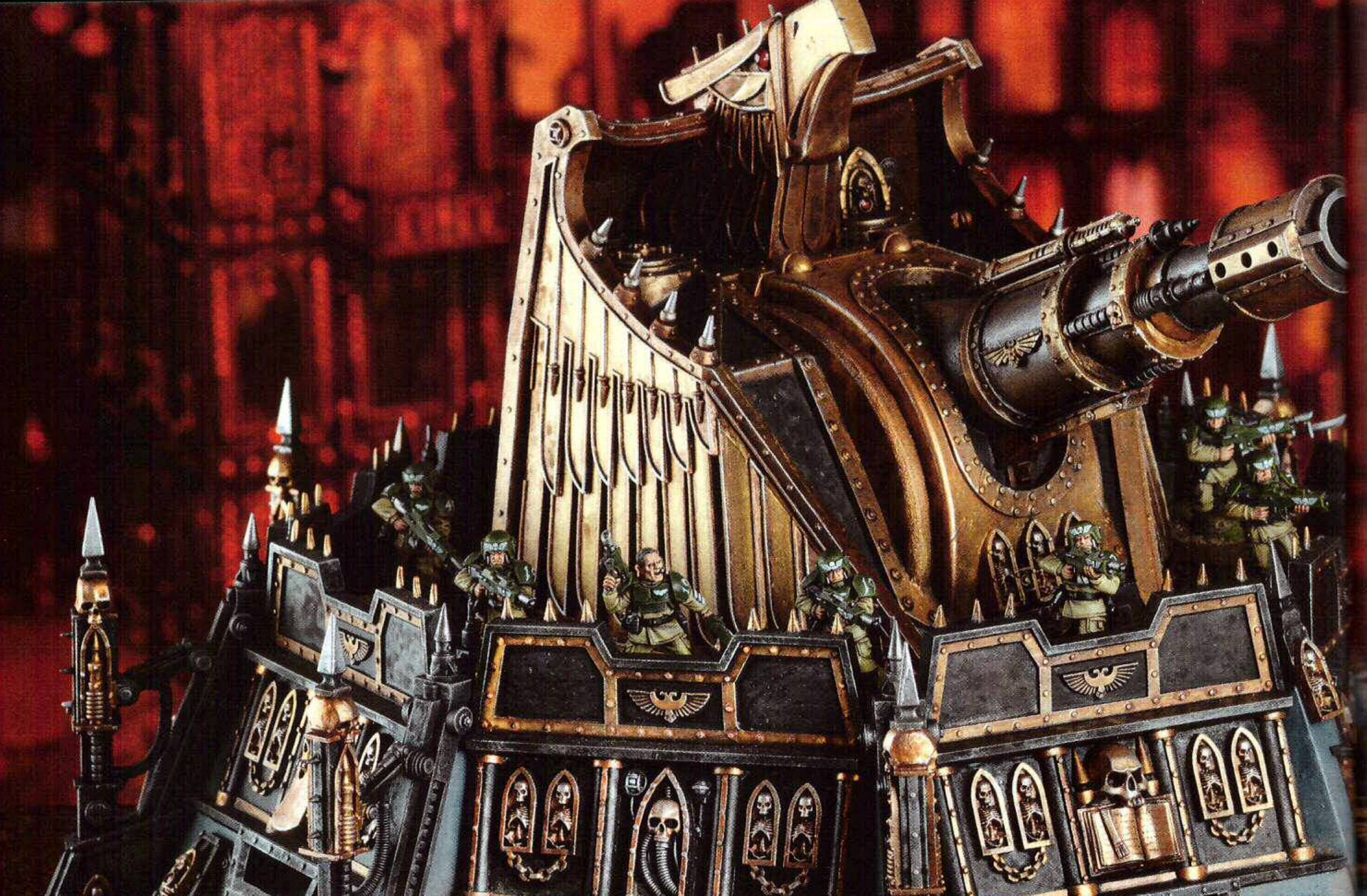
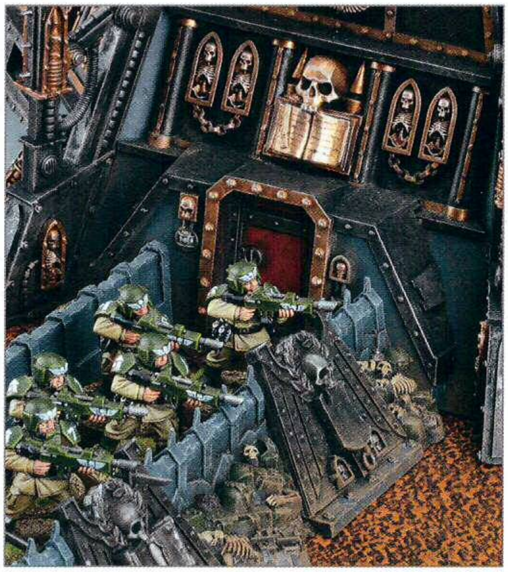


WARHAMMER 40,000 APOCALYPSE

AQUILA STRONGPOINT

The Aquila Strongpoint is a massive fortification capable of mounting some of the largest and most devastating weapons ever employed in planetside warfare. Armed with either a macro-cannon or vortex missile battery, the Aquila Strongpoint has the firepower to obliterate any target on the battlefield.

Even before you factor in the massive gun (or bay of vortex missiles) on the Aquila Strongpoint, it's an impressive plastic kit – a two-level bunker with a host of firing slits and two large, armoured parapets. Every surface is covered in detail, with lancet-shaped alcoves housing skeletal sculptures and decorated buttresses and armoured bunker doors. The main feature of the Aquila Strongpoint must be its weapons. The macro-cannon is mounted on a huge turret, shrouded by the wings of the eagle from which the Strongpoint derives its name – but if you lift the macro-cannon off, you can reveal the vortex missiles. It's an ingeniously simple way of adding variety to this impressive bastion of far-future warfare. **AT**



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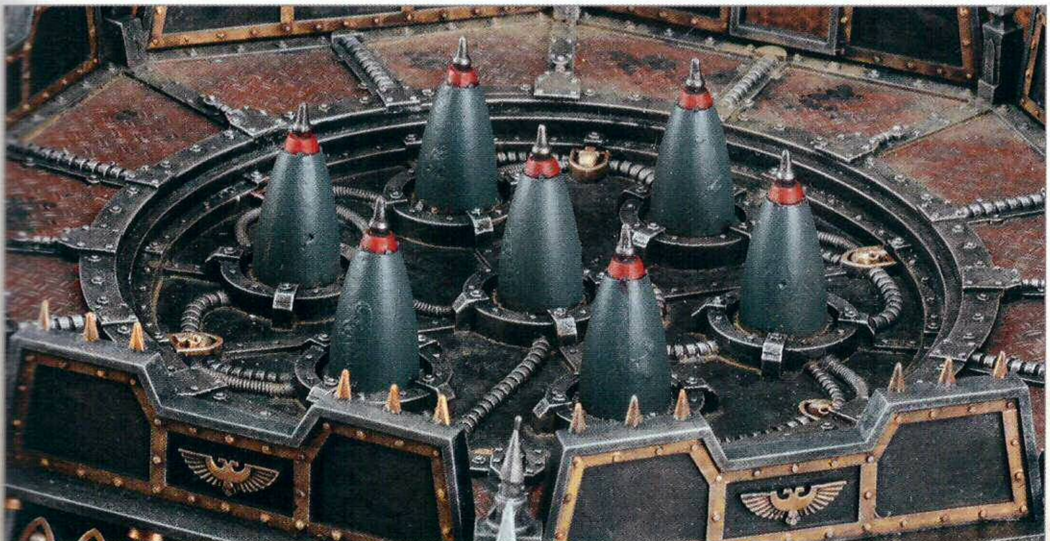

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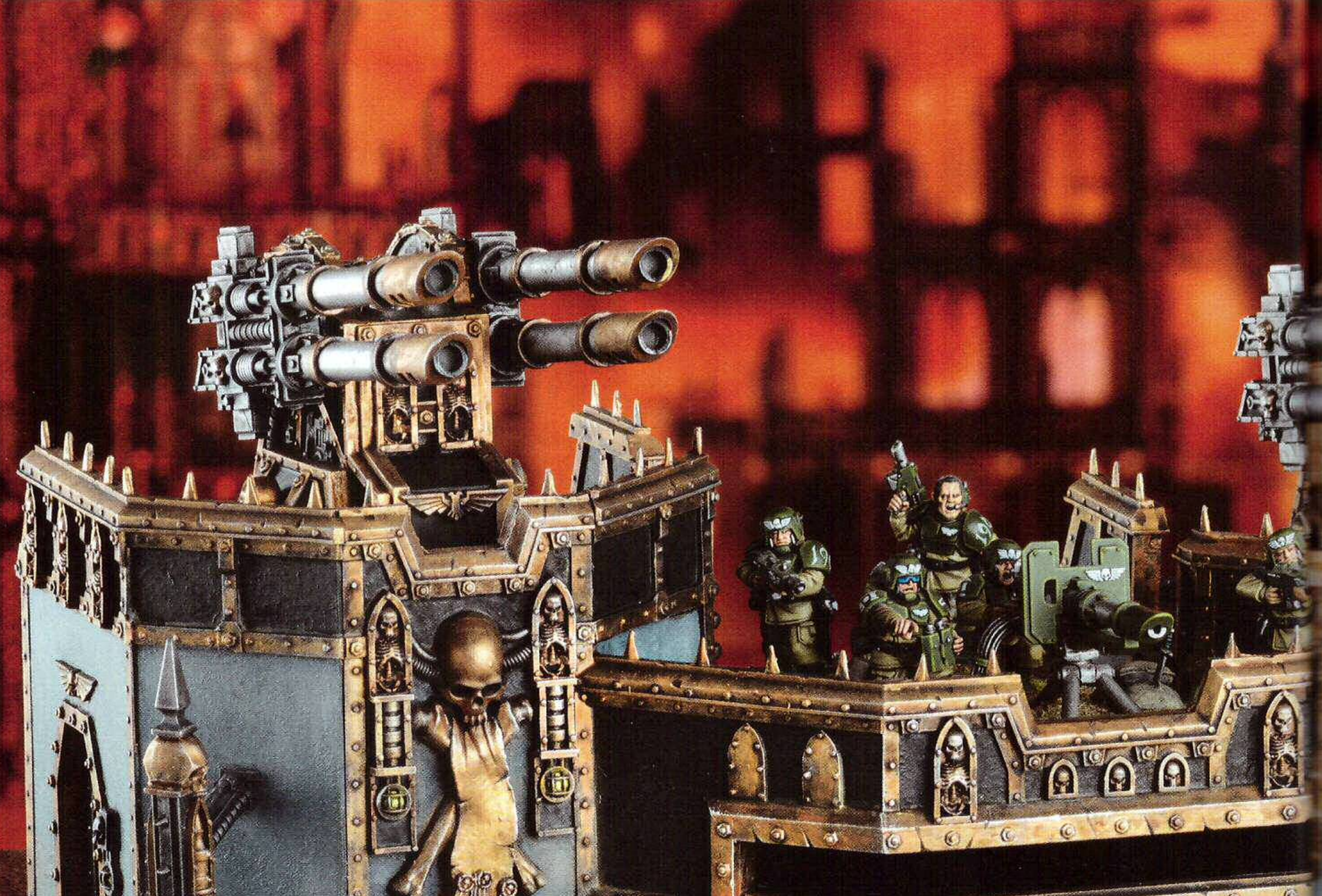
1 The Aquila Strongpoint can be connected to the Wall of Martyrs Imperial Defence Line at any of its armoured bunker doors.

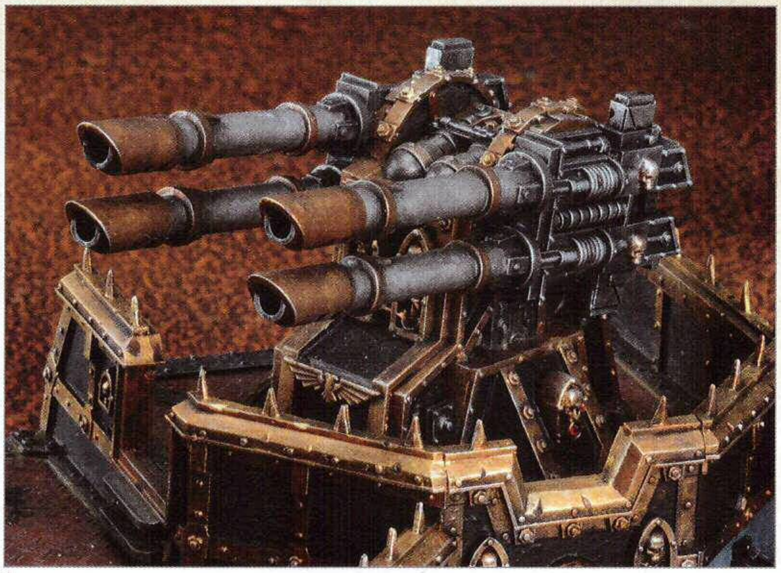
2 If you remove the macro-cannon you reveal a battery of seven vortex mssiles, enabling you to field the Vortex Missile Aquila Strongpoint. Each missile is an incredibly dangerous weapon, capable of causing cataclysmic damage to anything it hits.



WARHAMMER 40,000 APOCALYPSE

FIRESTORM REBOUBT

The defensive fortifications known as Firestorm Redoubts are the quintessential anti-aircraft weapon, beloved of Imperial commanders galaxy-wide. With strong armour, a bunker for defending troops and two quad-linked icarus pattern lascannons, the Firestorm can pummel enemy flyers with impunity.



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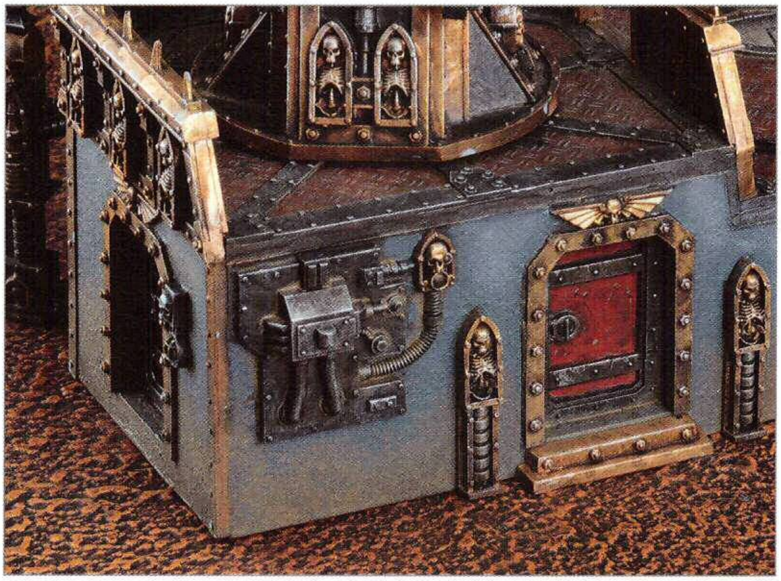

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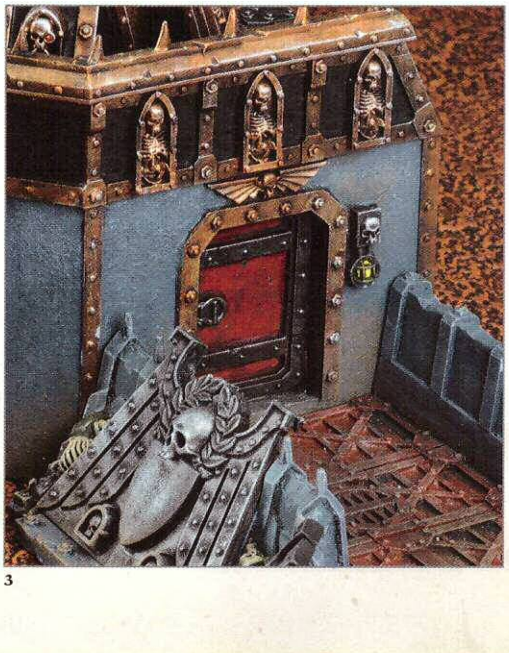

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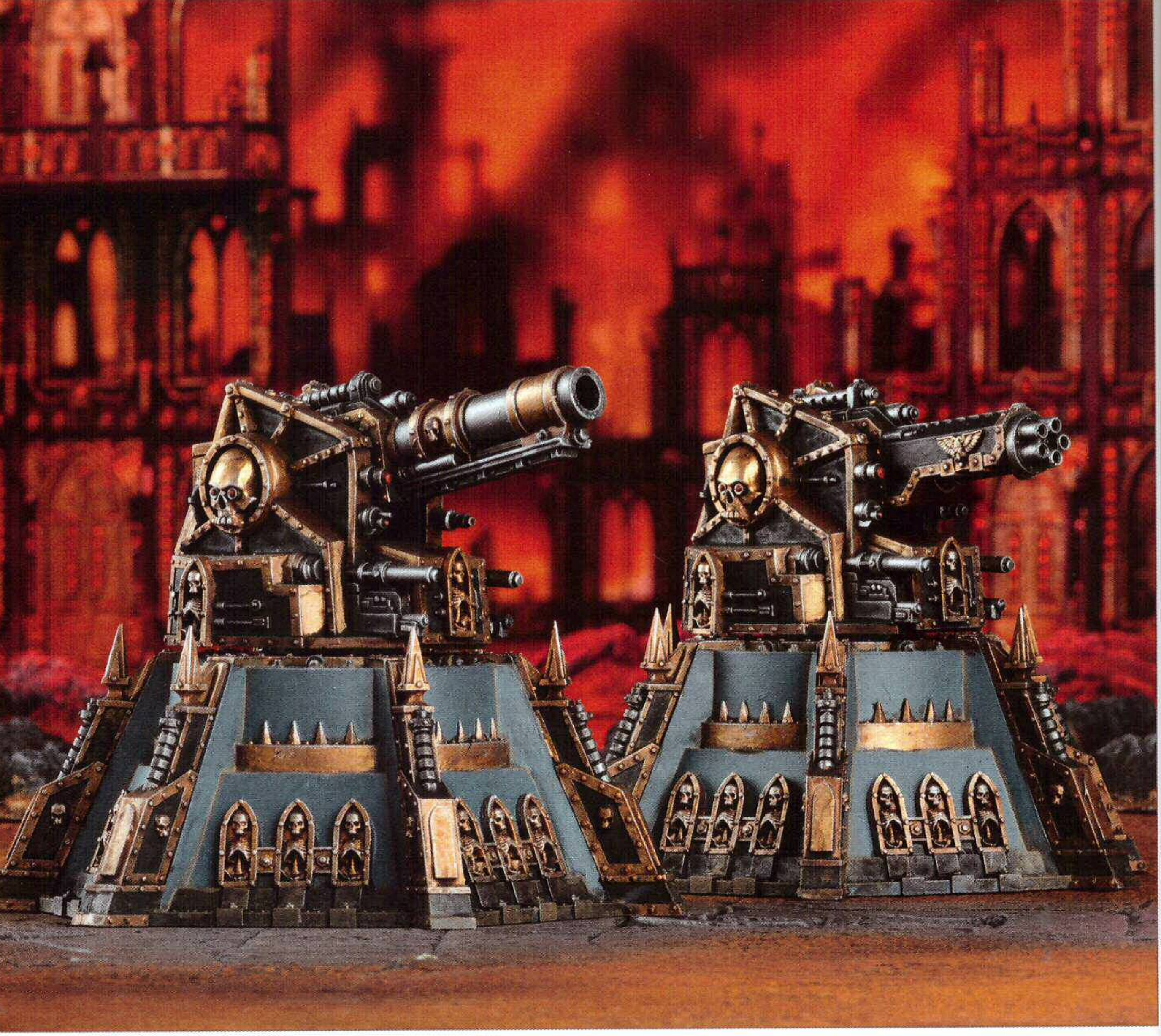
The Firestorm Redoubt is a sizeable bunker with a trio of armoured parapets. A large Imperial Aquila on its front declares allegiance to the Imperium and a host of other details, such as buttresses, spiked crenellations and sculpted banners root it within the 41st Millennium. The most obvious feature of the Firestorm Redoubt is the pair of quad-linked icarus pattern lascannons mounted on its roof; these massive anti-aircraft guns look very imposing. The Firestorm Redoubt fits comfortably alongside the rest of the scenery in the Wall of Martyrs, and connects to the Imperial Defence Line without hiccup – making for an impressive, continuous fortification. **AT**

1 The Firestorm Redoubt boasts two quad-linked icarus lascannons mounted on ornately detailed battlements, complete with spikes, skulls and metal banding.

2 The Redoubt has four doors into it, each of which comes with small steps that can be attached or left off...

3 ... So that it can be attached to the Wall of Martyrs Imperial Defence Line, effortlessly integrating it into the wider defence network.



WARHAMMER 40,000 APOCALYPSE

VENGEANCE WEAPONS BATTERY

Vengeance Weapon Batteries are automated defence weapons that can be found on countless battlefields across the length and breadth of the Imperium. Perfect for guarding pivotal areas of the battlefield, they are clad with thick armour plates and boast a powerful main gun.

1

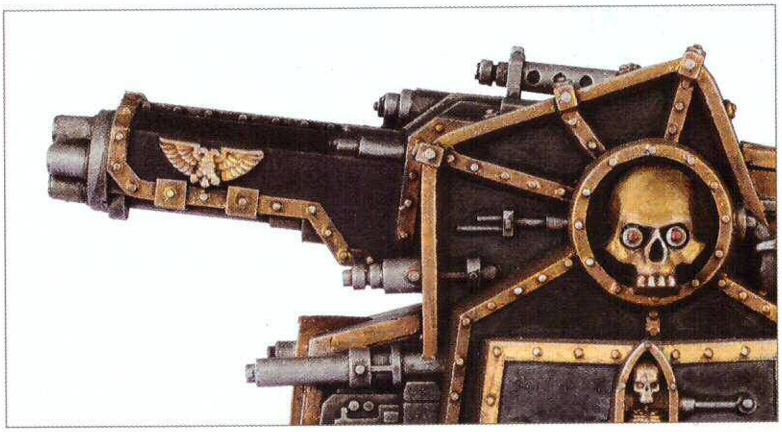
1 Cadian Shocktroopers form up around the massive firepower of the Vengeance Weapon Batteries, ready to repel another enemy attack.

2 The punisher gatling cannon; a rapid-firing weapon that unleashes a torrent of hard rounds at the foe.

3 The battle cannon fires high explosive shells that are capable of shredding enemy infantry and even knocking out tanks.

The Vengeance Weapon Battery set contains two plastic Vengeance Weapons, each with an option of two main guns (punisher gatling cannons and battle cannons). The kit is covered from top to bottom in the gothic imagery for which Warhammer 40,000 is renowned. Morbid decorations adorn its flanks and fearsome spikes point skyward from its buttresses; there's even a maintenance hatch on the back so tech-adepts can minister to the gun's machine spirit. The kit is fantastically simple to build – a matter of minutes has it assembled and ready to paint and, as sculptor Dave Andrews proves on page 118, it takes well to techniques such as drybrushing and washes.

From the gaming perspective these are just great fun to use on the tabletop. Judicious use of glue enables you to traverse your turrets through 360° and gives you a degree of elevation, so you can turn your guns to aim at targets when you're playing. It might sound silly, but seriously – just try doing it without making mechanical noises. **AT**



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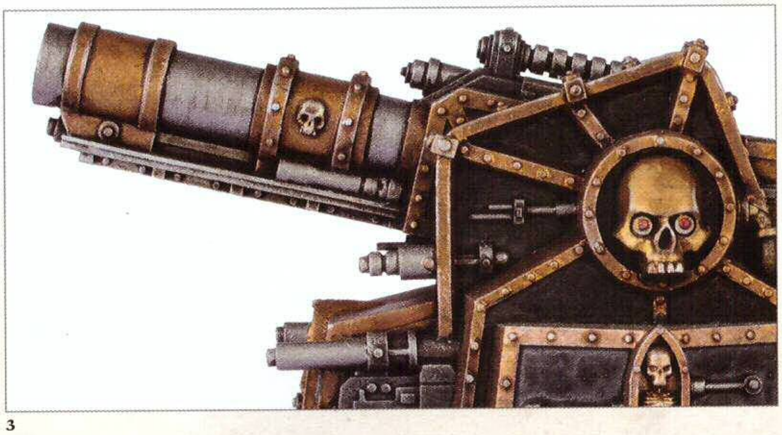

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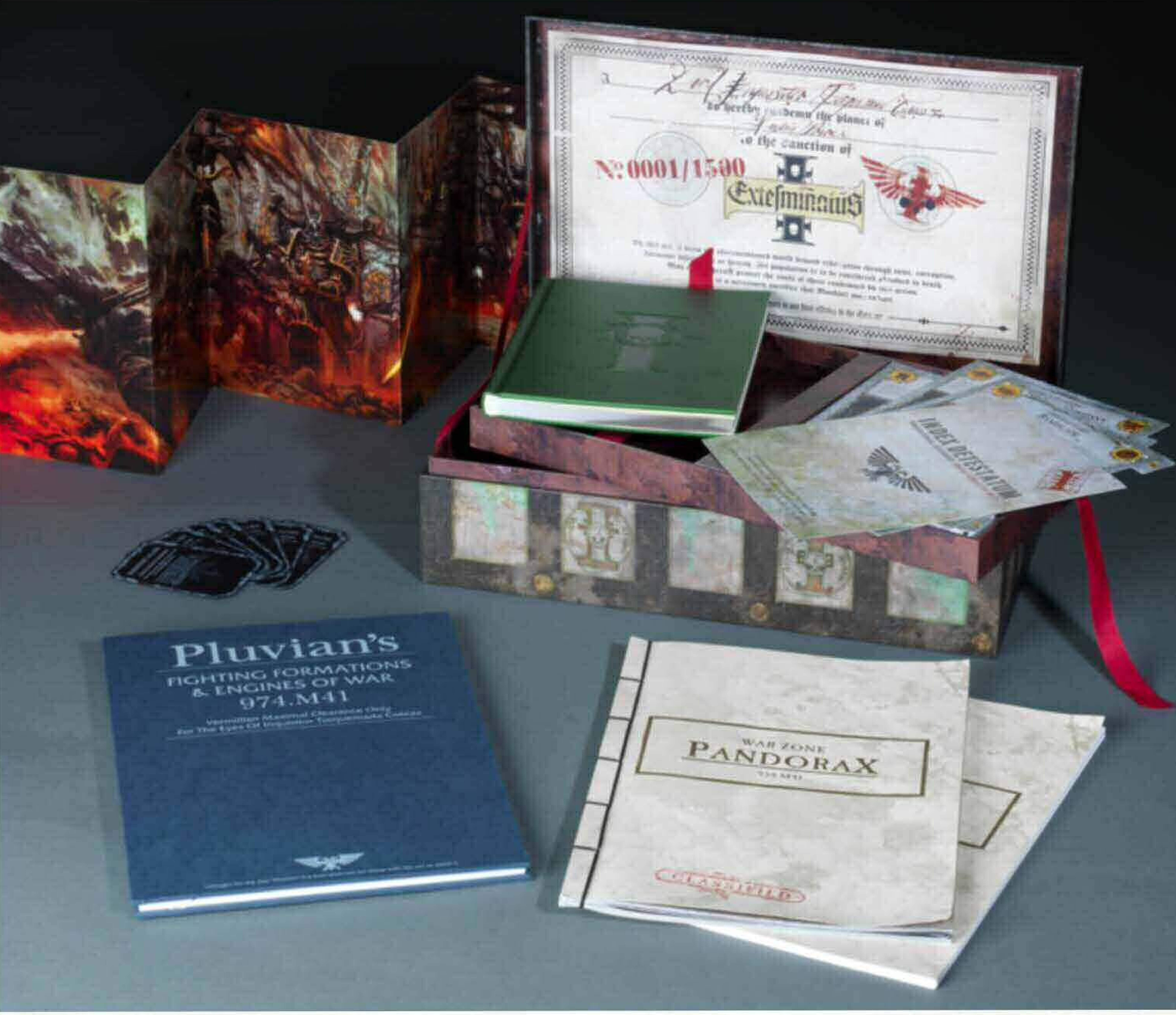

Nº 0001/1500
Exterminatus
INDEX DEVESTATION
Pluvian's
FIGHTING FORMATIONS & ENGINES OF WAR
974.M41
WAR ZONE
PANDORAX
CLASSIFIED

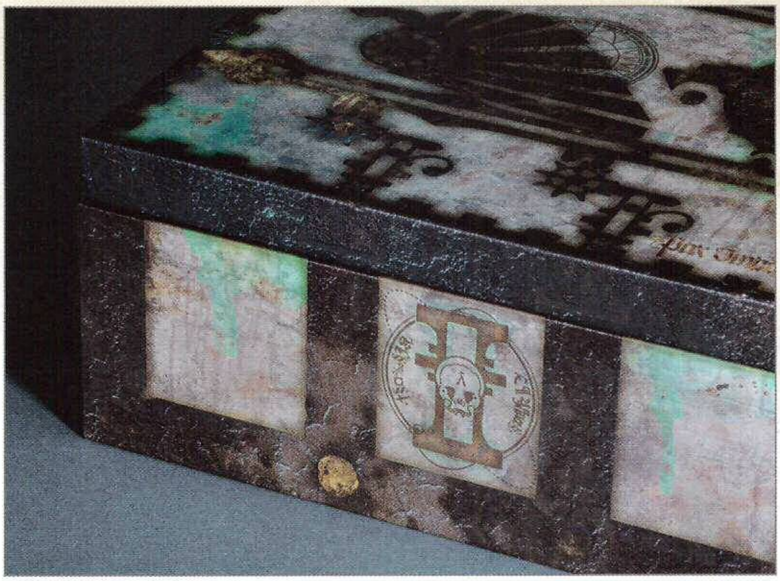
1

WARHAMMER 40,000

APOCALYPSE COLLECTOR'S EDITION

Sealed within a glorious travelling case, decorated with spectacular debossed detail and the sigils and signs of the Inquisition – along with the marks of planets visited by the ultimate sanction – lies the Warhammer 40,000: Apocalypse Collector's Edition.

The Apocalypse Collector's Edition is the ultimate collector's accessory. The set is presented as Inquisitor Torquemada Coteaz's campaign chest, filled with books and papers which, at first glance, appear to be Munitorum-issued volumes, tracts and booklets. The evocative appearance of the items in the case conceals their functionality – look past the thematic covers and you'll see everything you will find in the Apocalypse book, but arranged in such a witty and imaginative way as to make it very special. The set also includes the Warzone: Pandorax book, detailing a vicious war fought between the Dark Angels, Grey Knights and Chaos Space Marines. This Warzone book won't be otherwise available for several months. **AT**



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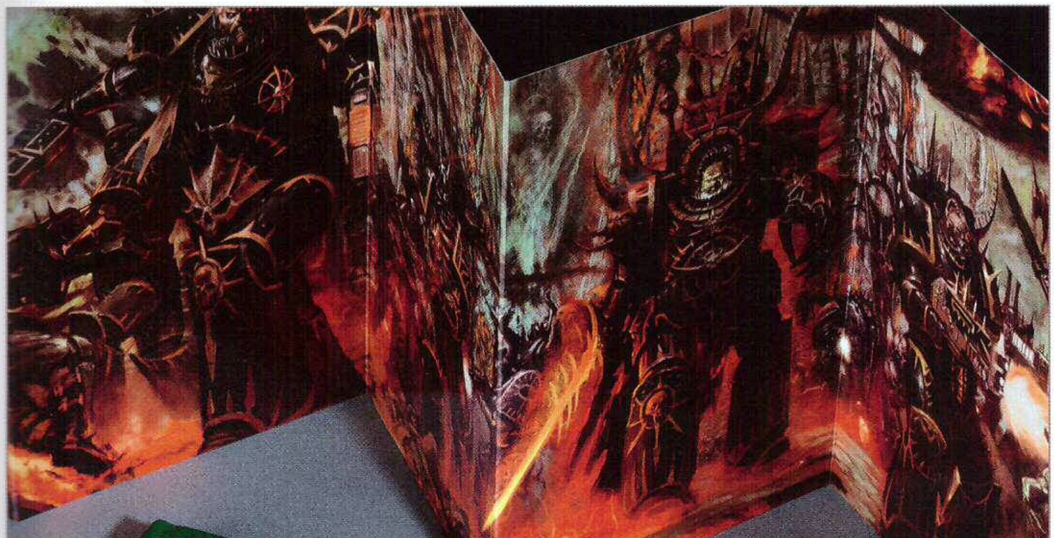

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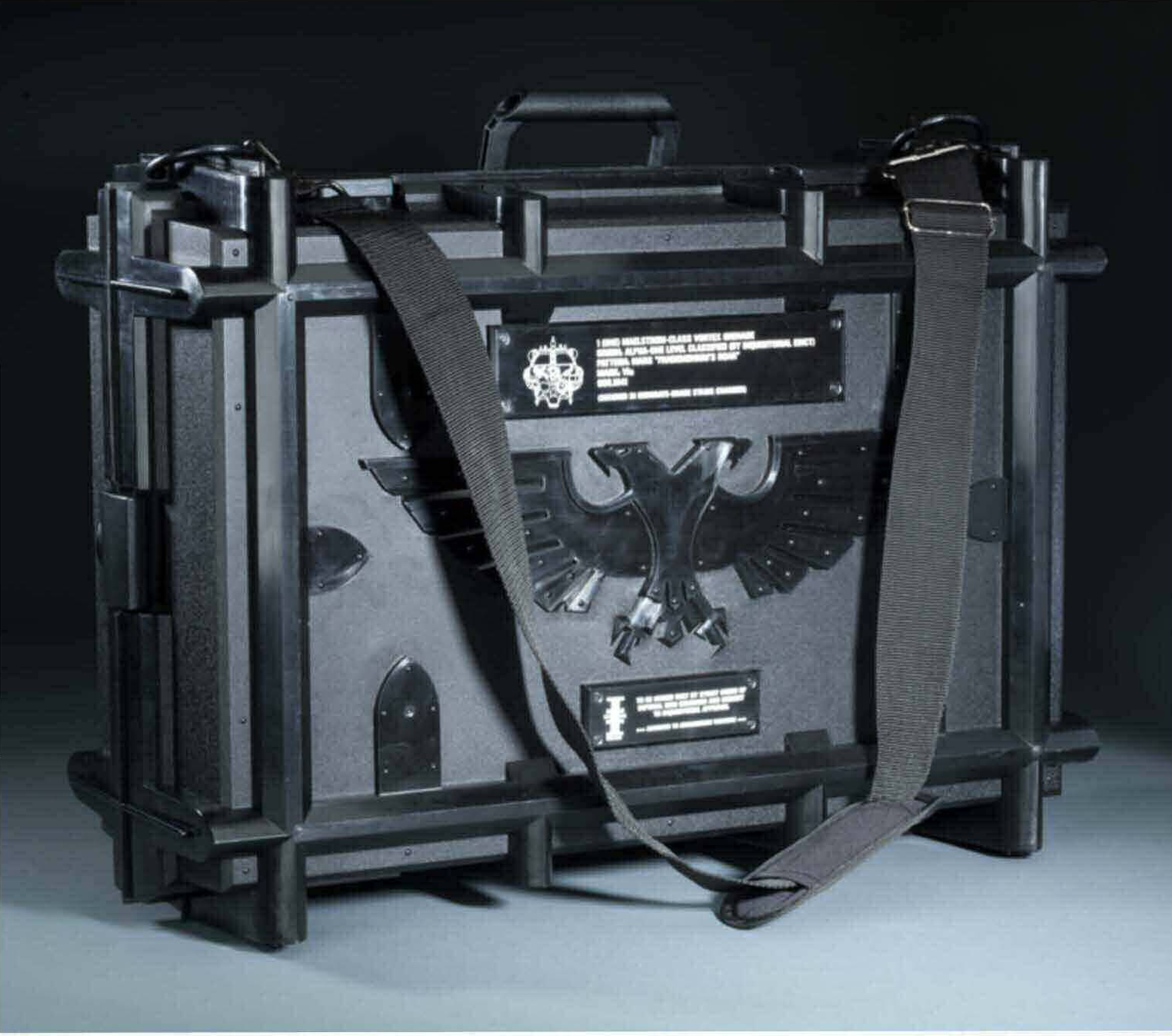
1 Inside the Inquisitor's campaign chest are the complete contents of the Collector's Edition, made to look like artefacts of the Dark Millennium: the Apocalypse rules, the miniatures showcase, the Armageddon and Warzone: Pandorax books, Strategic Asset cards, a sheaf of datasheets and a quick reference screen. Set inside the lid of the box is the exterminatus sanction signed by Torquemada Coteaz (or, to put it another way, your numbered certificate of authenticity).

2 The box that the Collector's Edition comes in is beautifully detailed, with lavish debossed art and all the touches to make it look like a genuine Inquisitor's campaign chest. The skull symbols pressed into the sides are sigils recording the worlds that Inquisitor Coteaz has sanctioned with Exterminatus.

3 The green book, adorned with the Ecclesiarchy sigil, contains the Apocalypse rules. Every formation in the standard edition Apocalypse book has its own datasheet, on quality card stock. The quick reference screen is the ideal companion for finding rules in the midst of your games.



WARHAMMER 40,000

APOCALYPSE GAMER'S EDITION

Vortex grenades are the most devastating man-portable weapons in the Imperium. Safe transportation of such a weapon can only be ensured within an obdurate-grade stasis chamber – a replica of which contains the Apocalypse Gamer's Edition.

The Gamer's Edition for Warhammer 40,000: Apocalypse is singularly impressive. It comprises a copy of the Apocalypse book and the most formidable figure case I've ever seen. The case is styled after a vortex grenade stasis chamber, with a massive Aquila adorning the front, along with suitable Imperial warnings and information on both front and back. Within the case are two layers of versatile foam, which can be picked away to make the exact shape you need for your models. The case opens into two separate halves, each the size of an army case, with the upper portion additionally secured by netting. Like all Games Workshop figure cases, the 'stasis chamber' is made from sturdy, hard wearing, heavy duty plastic. **AT**

WARNING:
INCORRECT PLACEMENT RITUALS CAN RESULT IN STASIS FIELD COLLAPSE.
INVERT ARMAMENT CRATE TO AVOID TERMINAL CONSEQUENCES AND
ADVERSE WARP CATACLYSM OF PERILOUS MAGNITUDE.

1

2

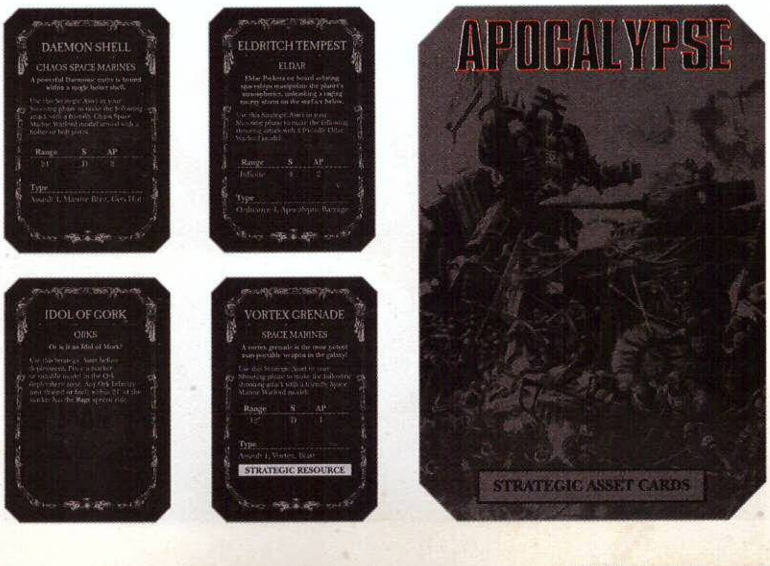
1 The back of the case contains a warning against misuse – vortex grenades are a risky proposition (and so is opening your case upside down).

2 Within the double-sided case is a huge amount of storage space. You can easily store larger models, such as super-heavy vehicles (four Baneblades, if you remove the turrets) or a dozen Leman Russ battle tanks (or equivalent war machines).

WARHAMMER 40,000: APOCALYPSE

STRATEGIC ASSET CARDS

This set contain all 63 Strategic Assets found within the Apocalypse supplement, packed within a hard, clear plastic storage case. Each card has the rules for a specific Strategic Asset on one side, and evocative artwork that depicts the force that can use it on the other. There's a certain tactile charm to distributing them among your friends when you're playing, and it's fun to clutch them close (while making a poker face) to menace your opponents in the midst of a hard-fought battle. **AT**

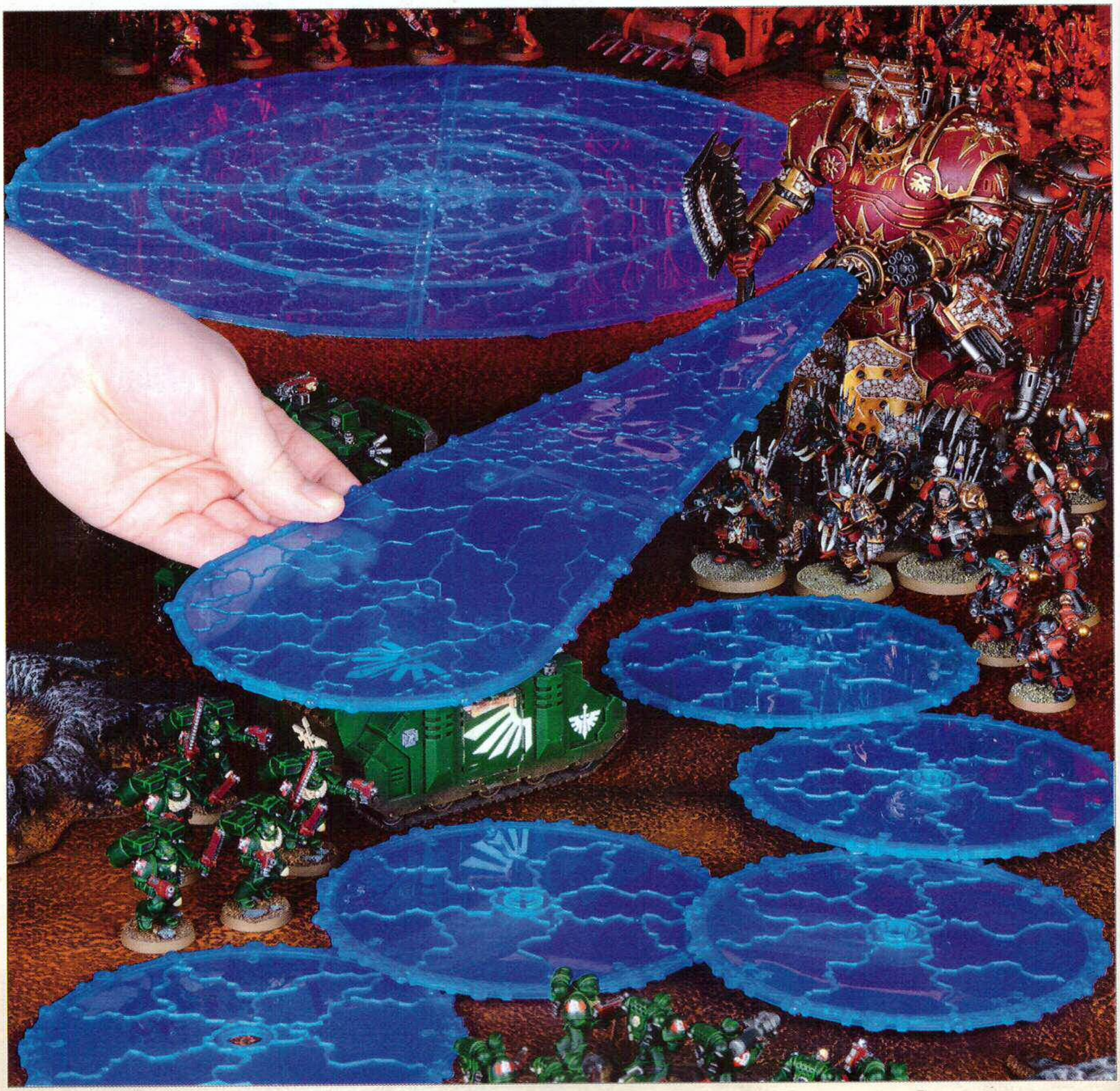

DAEMON SHELL
CHAOS SPACE MARINES
ELDRITCH TEMPEST
ELDAR
IDOL OF GORK
ORKS
VORTEX GRENADE
SPACE MARINES
STRATEGIC RESOURCE
APOCALYPSE
STRATEGIC ASSET CARDS

WARHAMMER 40,000 APOCALYPSE

IMPERIAL TARGETING TEMPLATES

Many of the weapons unleashed in Warhammer 40,000: Apocalypse are so devastating they require bigger blast markers and templates than those in regular games of Warhammer 40,000. This calls for the Imperial Targeting Templates, a set that includes the Apocalyptic Mega-Blast, the Apocalyptic Barrage and Hellstorm templates. Each of these is produced in quality clear-blue plastic so that you can see through them to count the number of models caught in the carnage. For ease of transport and storage, the templates all come as separate parts, and can be clipped together prior to your game for use – this is really handy, as after all army cases (and most rucksacks) don't have space for the Hellstorm, let alone the super-sized proportions of the Apocalyptic Mega-Blast. **AT**

The Imperial Targeting Templates allow you to unleash carnage on a hitherto unmatched scale. The set includes (from top to bottom) the Apocalyptic Mega-Blast template, the Hellstorm template and the Apocalyptic Barrage.

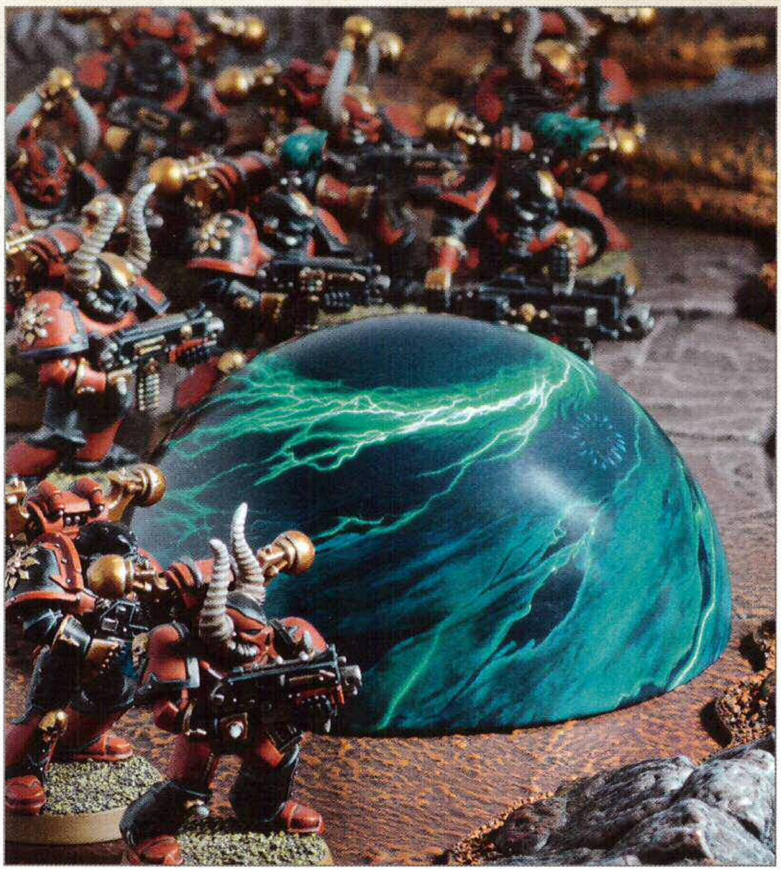


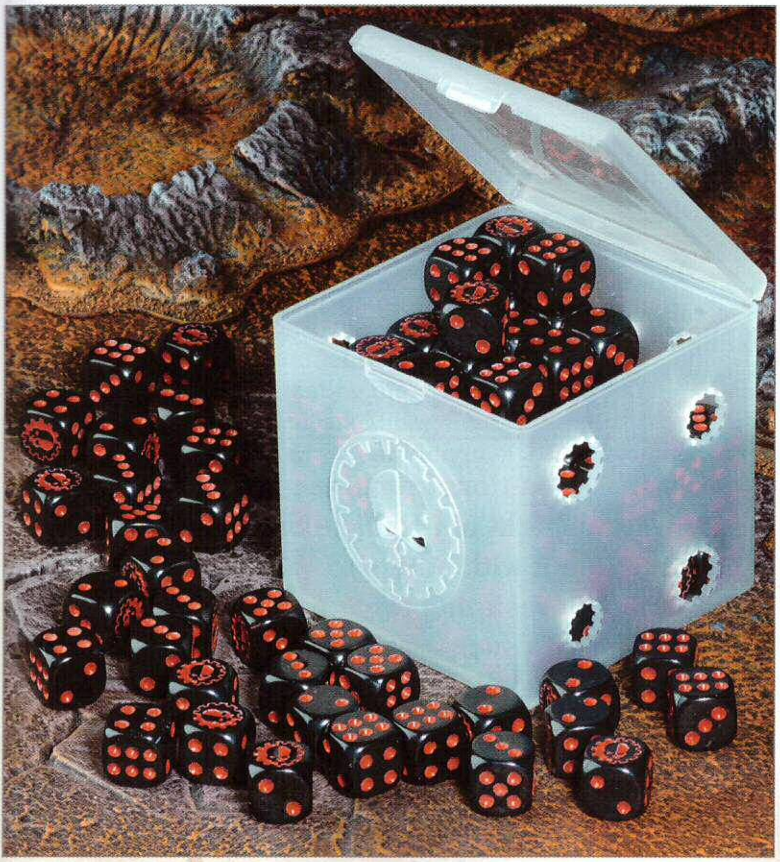
WARHAMMER 40,000 APOCALYPSE

VORTEX GRENADE TEMPLATE

A relic from a lost age of technology and a weapon of the utmost lethality, vortex grenades tear open the fabric of reality to drag their victim (or parts of their victim) into the Warp. These weapons are only used in dire circumstances, for they are far from reliable, and present almost as much risk to the bearer as his intended target.

The Apocalypse Vortex Grenade template is a gorgeously decorated metal dome, designed to represent the effects of a vortex grenade in your games. Its surface swirls with odd eldritch patterns that give you the impression of looking into the Warp. If you look closely you can see tiny fangs, an eye and other strange images illustrated on the surface. Using a vortex grenade in a game is always one of those very memorable moments – it's powerful, it's exciting and it's fraught with risks. **AT**





WARHAMMER 40,000 APOCALYPSE

BOMBARDMENT DICE CUBE

In a game of Warhammer 40,000: Apocalypse, warriors go to battle in vast numbers – so it stands to reason that you will also need vast numbers of dice to roll in your games. This hefty Bombardment Dice Cube contains a staggering 125 dice to unleash in the heat of battle. The dice all come neatly stored in a nifty, semi-transparent cube which is itself a dice – marked with the symbol of the Adeptus Mechanicus on the one facing, and cut-away cogs on the others. Each of the dice contained in the set is gloss black, with red pips on the numbers two to six, and the machine-cog design on the one. They are striking dice that look brilliant – any hobbyist who enjoys having cool Warhammer 40,000-themed gaming accessories (or just needs a massive pile of dice in a handy storage box) is going to find this one hard to resist. **AT**

1

WARHAMMER 40,000 APOCALYPSE

FORMATIONS

Apocalypse Formations combine the individual might of a vehicle or squad and join it with others to make a truly devastating force on the battlefield. In such a way is the overwhelming force of a Space Marine Battle Company or an Emperor's Fist Tank Company brought to bear – a hammer to smash aside all in its path.

2

Warhammer 40,000: Apocalypse is all about fielding massive armies in evocative and exciting battles, recreating the greatest clashes from the Dark Millennium, and inventing new ones with your friends. The thrill of the game is in deploying army-crushing forces on the table and waging epic warfare with your friends.

To capture this larger, more brutal scale of warfare the Apocalypse book contains 112 datasheets that detail many of the most famous military formations available to the armies of the 41st Millennium. These range from a single mighty Super-heavy vehicle, such as a Baneblade or Stompa, to massive deployments of warriors, such as the Orkish horde known as the Green Tide or the cannibalistic savagery of a Kroot Hunting Pack from the Tau Empire.

To make it easier than ever to collect these iconic assemblies of men, beasts and machines, the Games Workshop web team have put together more than 100 of these formations and made them available as one-click collections. These can all be found at www.games-workshop.com, and can either be purchased online or through the instore order point in your local Games Workshop hobby centre. If you want everything for 'that datasheet' that caught your eye in one go, get online and take your pick. **AT**

1 The Space Marine Battle Company is the most iconic and, many would argue, the most tactically flexible of all the datasheets contained within Apocalypse.

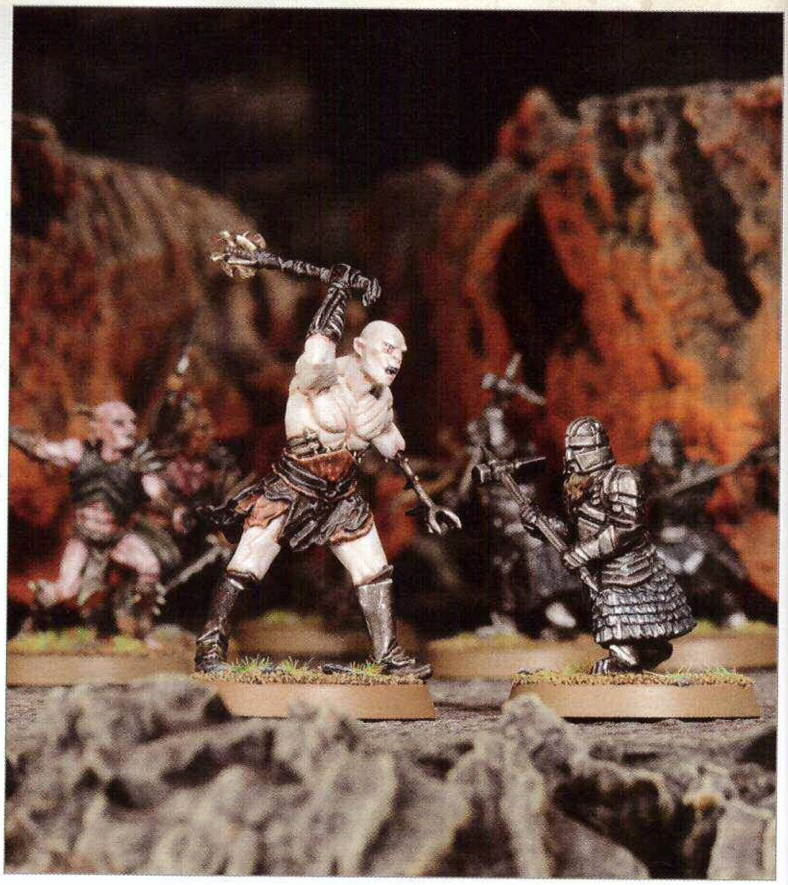
2 When a Dark Eldar Sickle Squadron sweeps across the field, it projects a monoscythe field that slices through bone and armour, leaving its unfortunate victims in gory pools of neatly bisected flesh.

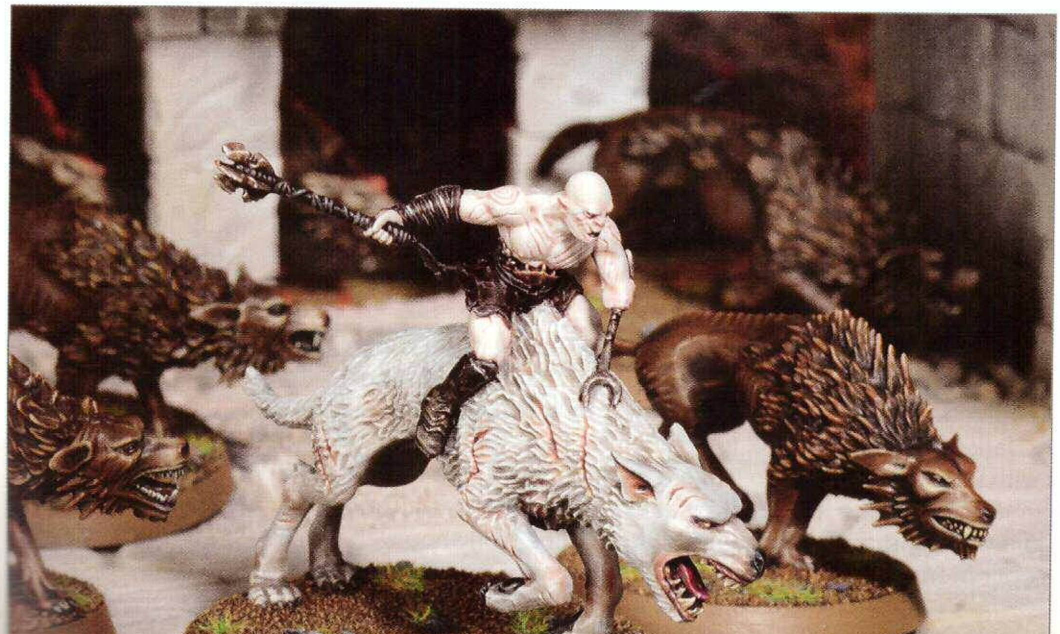
THE HOBBIT: AN UNEXPECTED JOURNEY

AZOG™

Azog, known as the Defiler to the Dwarves, is a hateful and vicious foe, who will not rest until he has avenged himself upon *Thorin Oakenshield* and his companions.

Azog is a Citadel finecast model that comes on foot and also mounted on the White Warg. His body is covered in a multitude of deep ritualistic scars. Even his face, drawn up in an expression of pure hatred, is scarred and one ear has been badly mangled. From his belt hangs a foul apron of flayed Dwarf skin, the faces of his past victims faintly visible. He rides upon the White Warg, a massive hunting beast, larger even than the fearsome Fell Wargs of *Dol Guldur*. This beast is as scarred as its gigantic master, possibly caused by the lengthy iron claw that replaces Azog's severed hand. **AT**





2

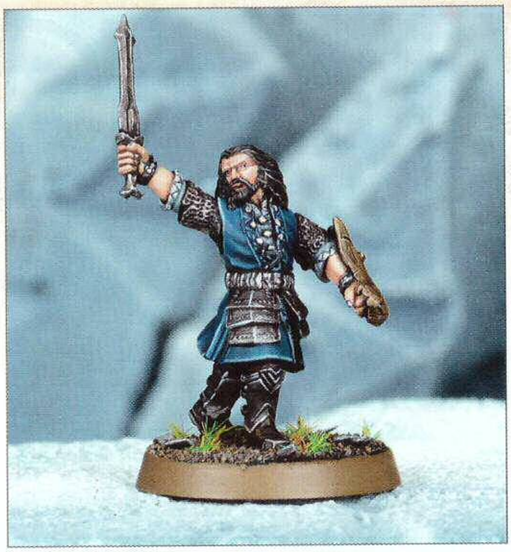
1 *Azog* leads his pack of Fell Wargs out from the ruins of *Dol Guldur.*

2 The ritual scars on Azog's face and chest are clearly visible, appearing as deep, ugly furrows in his pale flesh.

THE HOBBIT: AN UNEXPECTED JOURNEY
YOUNG THORIN OAKENSHIELD™

At the Battle of Azanulbizar, the Dwarves fought for vengeance. Though the losses were great, the Dwarves had the victory, largely thanks to Thorin Oakenshield's heroic stand against *Azog* the Defiler.

Thorin Oakenshield is posed to rally the flagging Dwarves as the tide of battle runs against them. He clutches his trusty Dwarven sword (he hasn't yet gained *Orcrist*) and wears a mail shirt and armoured plates on his thighs. On his arm, he wears the eponymous Oakenshield.



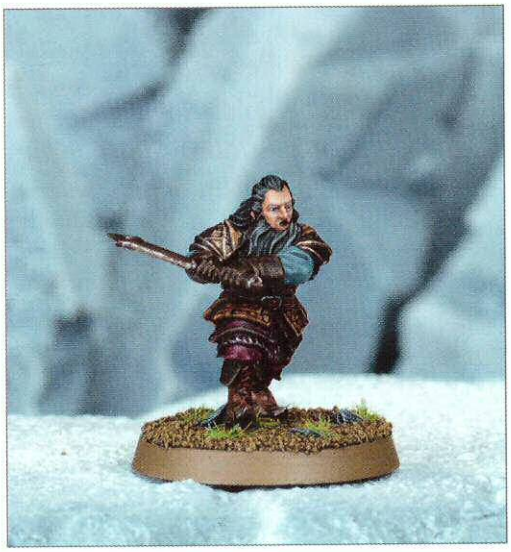
3

3 Thorin Oakenshield's face is a remarkable likeness of the character from the movie, with his head thrown back to shout out a war cry to his fellows.

THE HOBBIT: AN UNEXPECTED JOURNEY
YOUNG BALIN THE DWARF

Balin the Dwarf is an old and wise soul, who *Thorin Oakenshield* leans on for council during the quest to Erebor. Years earlier he fought at the side of the young prince at the battle outside Moria's gates.

Whilst it might be a touch misleading to call *Balin the Dwarf* 'young', this model certainly captures a more spritely Dwarf, advancing in a sturdy coat of toughened leather. In his hand he wields the sword mace that he still carries into battle many years later.



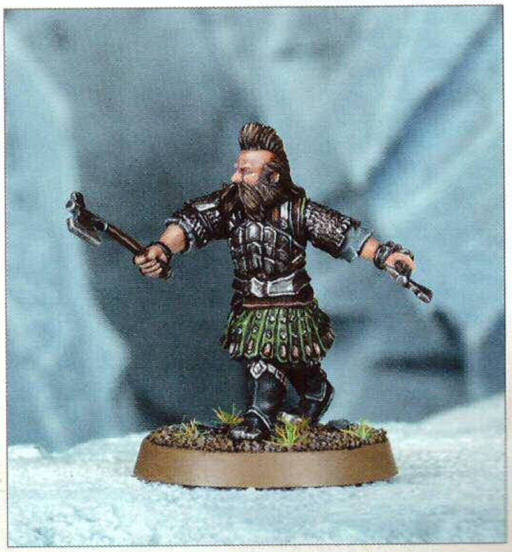
4

4 Beneath Balin the Dwarf's leather doublet he wears layers of armour, including plates and a coat of mail.

THE HOBBIT: AN UNEXPECTED JOURNEY
YOUNG DWALIN THE DWARF

If *Balin the Dwarf* is Thorin Oakenshield's counsellor within the company of Dwarves, then *Dwalin the Dwarf* is his strong right arm. He too fought at the side of the Dwarf prince on the slopes of *Moria*.

Young *Dwalin the Dwarf* is striding forward in an aggressive pose, wielding his paired axes Grasper and Keeper as he does so. He is clad in plate armour, with only his head and arms bared. His face is set in a determined grimace, beneath a shock of hair in a mowhawk upon his head.



5

5 *Dwalin the Dwarf* is heavily armoured, with armoured plates protecting his chest and shoulders and a skirt of studded ptéruges below his waist.

GAMESDAY & GOLDEN DEMON 2013

WORLD TOUR 2013

Games Day is a worldwide celebration of collecting Citadel miniatures, an opportunity for hobbyists to come together to experience the full splendour of the Games Workshop hobby. This year the Games Day World Tour is off to four completely new venues.

GAMES DAY MEMPHIS

27TH JULY

Cook Convention Centre, Memphis Tennessee, USA

GAMES DAY COLOGNE

11TH AUGUST

Gürzenich Köln, Martinstraße 29-37, 50667 Cologne, Germany

GAMES DAY BIRMINGHAM

29TH SEPTEMBER

National Indoor Arena, Birmingham, UK

GAMES DAY MODENA

20TH OCTOBER

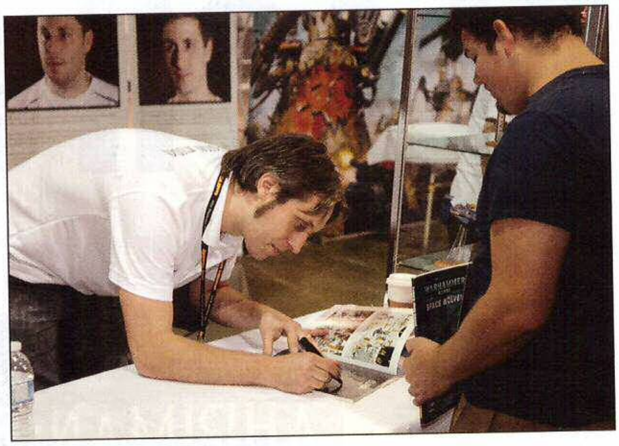
Fiera di Modena, Viale Virgilio, 41123 Modena, Italy

Visit your local Hobby Centre or our website to keep up to date with the latest information:

games-workshop.com

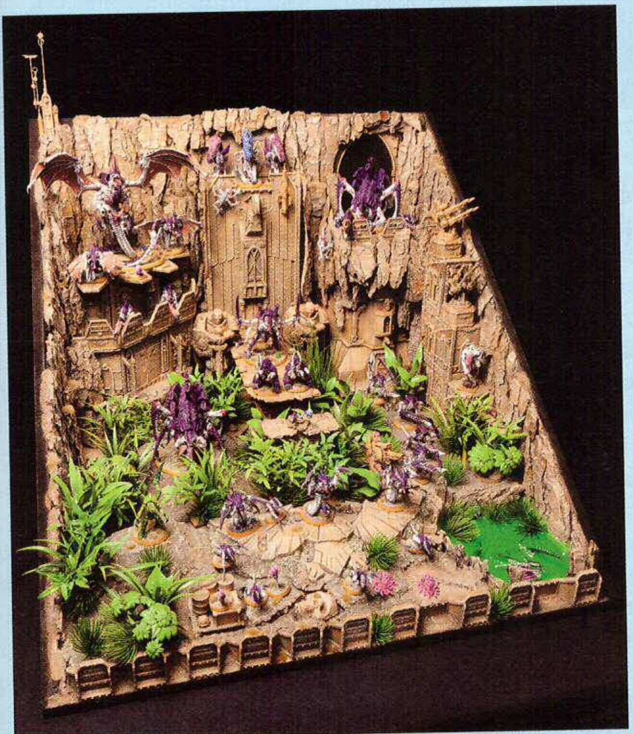
GAMES DAY EXCLUSIVES

As well as the chance to meet the sculptors and designers behind Citadel miniatures, model makers from Forge World and authors from Black Library and quiz them all about their latest work, you'll also be able to get your hands on exclusive products that are only available to buy on the day, including the yet-to-be-revealed Games Day miniature and access to the the complete range of Games Workshop products.



ARMIES ON PARADE

The final of Armies on Parade takes place at Games Day, providing beautifully painted miniatures and scenery displayed on glorious boards. Visitors are given the chance to vote on their favourite display, with Gold, Silver and Bronze medals up for grabs. But to be in with a chance of displaying your own Armies on Parade at Games Day, you'll need to win the Parade Day at your local Hobby Centre first!



Jimmy Graham's Armies on Parade winner from Games Day UK 2012.

GOLDEN DEMON

Golden Demon is the world's biggest painting competition, held at each of the Games Days around the world and featuring some of the world's best painted miniatures. Taking part in the contest is the highlight of many a painter's calendar, and the chance to view all the entrants arrayed in the display cabinets ensures that it's a highlight of many a hobbyist's Games Day too.

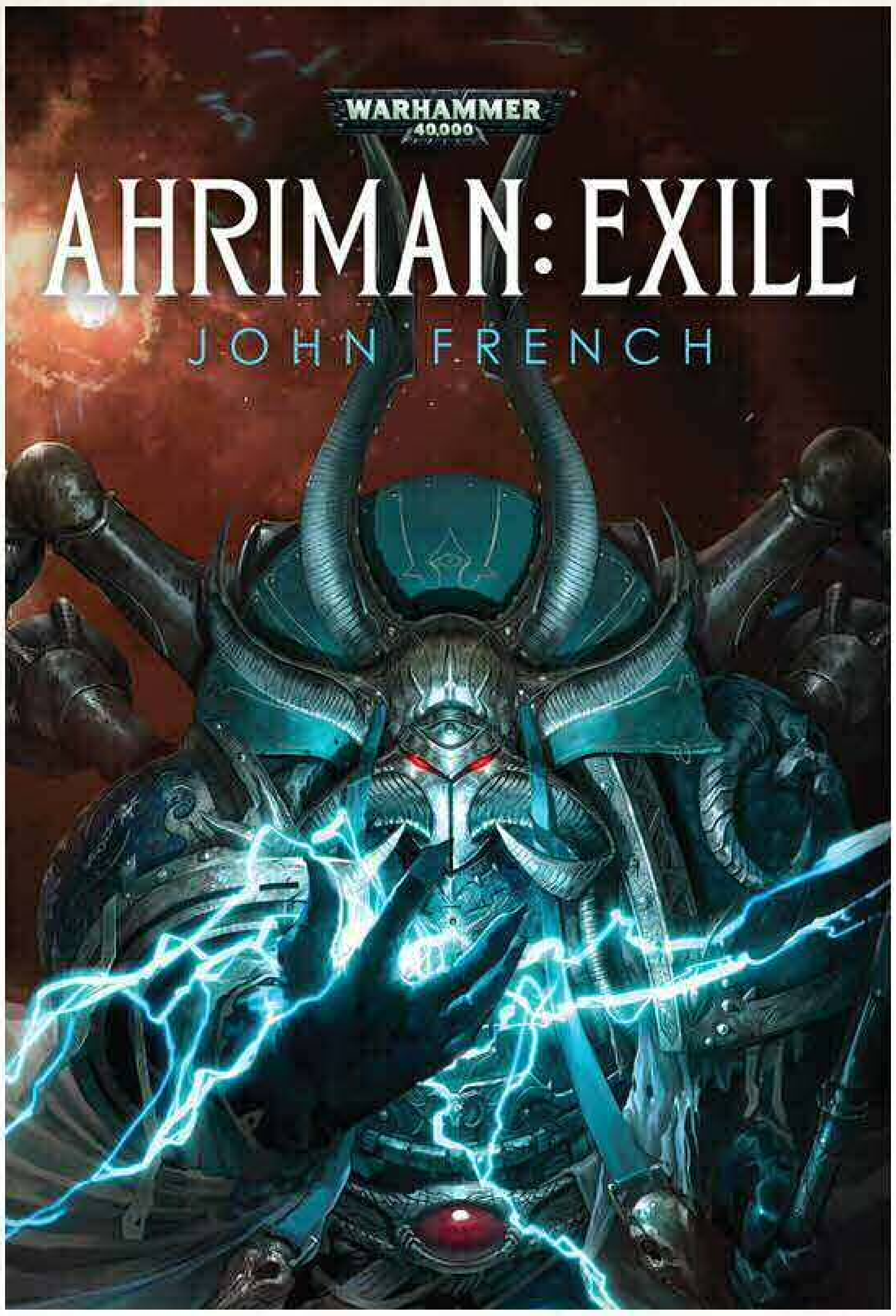
When The Death Rising

Karol Rudyk won the coveted Slayer Sword from Golden Demon UK last year.

BLACK LIBRARY

AHRIMAN: EXILE

By John French, paperback, 416 pages



Once Chief Librarian of the Thousand Sons, now an outcast and renegade, Ahriman plots his return to power.

When last we saw the sorcerer Ahriman, at the end of Graham McNeill's seminal Horus Heresy novel, A Thousand Sons, he was driven and determined after his Legion's fall at Prospero to put a halt to the mutation and degradation that beset his battle-brothers.

Fast forward an unspecified amount of time after the Heresy and we find a very different character at the start of John French's new novel, Ahriman: Exile. This Ahriman is a changed man, broken and defeated following the failure of his great work, the Rubric, that has led to the destruction of his Legion and his exile by Magnus the Red. We find him living under a false name, full of self-pity and loathing, eking out a wretched service as part of a hideous Chaos Space Marine warband. A far cry from the Chief Librarian so full of idealism and vision that we saw in A T*housand Sons*, or the arrogant and all-powerful Chaos Sorcerer we know from Codex: Chaos Space Marines; at first this is jarring, unsettling even, but it's a great hook that draws you into the book right from the off. Just how has Ahriman ended up falling so low?

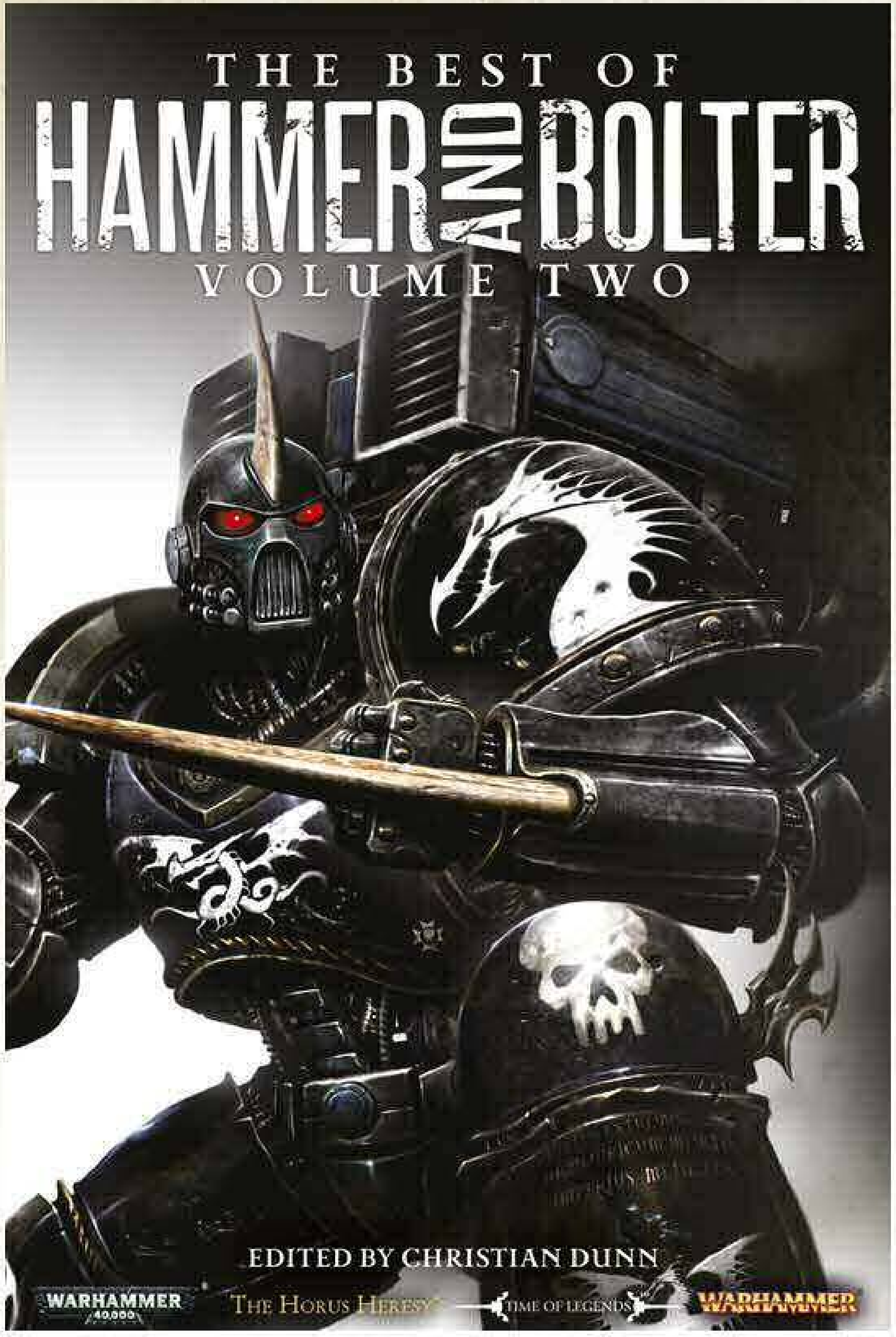
A fateful meeting with one of his former disciples, Torbek (who has come to seek his revenge for Ahriman's betrayal), reawakens the sorcerer's potent powers in dramatic style, leading to one of my favourite scenes in the entire book as the two psykers engage in a ferocious psychic duel. And it's from this point that Ahriman's story begins in earnest, as he rediscovers who he is and comes to terms with what he has done – and what he has become. Thus begins his rise to power and the embracing of his fate, which inform the story arc that unfolds across this novel – and no doubt the rest of the series.

As well as the aforementioned psychic duel, there are some really stand-out scenes in the book. I think my favourite one has to be the fight between Ahriman, his retinue and a squad of Warp Talons sent to capture the sorcerer. It's great purely for its sheer audacity and over-the-top action, taking place as it does both inside, on top of and beneath a shuttle as it crashes into a hangar bay. Fantastic stuff.

French does a great job at portraying Ahriman, making him not only a fascinating character, but also a sympathetic protagonist. I for one can't wait for the next book in the series, to find out what Ahriman's fate has in store next. **AK**

BEST OF HAMMER & BOLTER VOLUME 2

Editied by Christian Dunn, paperback, 896 pages



***The Best of* Hammer and Bolter *Volume Two* collects short stories from Warhammer, Warhammer 40,000 and the Horus Heresy.**

Hammer and Bolter, Black Library's monthly fiction magazine, goes out with a bang with this mammoth compilation of short stories. Each issue of Hammer and Bolter contained a selection of tales set within the Games Workshop universes. *The Best of Hammer and Bolter Volume Two* compiles the finest stories from the last 11 issues of the magazine – and there is a dazzling selection contained within.

The book is massive, a door stop of a tome containing 896 pages loaded with 41 short stories (some of which are serialised). Now, any reader's mileage will vary with an anthology, but for me the stand-out favourite in the book is the three-parter entitled 'The Lion' by Gav Thorpe. In this trio of short stories (the first two of which are very closely linked indeed), Lion El'Jonson of the Dark Angels finds his ship under attack by an unknown power, and under attack by an unknown power, and later must intervene in a growing conflict between the Death Guard and Iron Hands – if you like the Horus Heresy stories, and you've not read these ones (also published in *The Primarchs*) then this is a great place to get it. The end to the tale was so good it had me in goosebumps.

Among the 41 stories within the book are a real variety of subjects spread across Warhammer, Warhammer 40,000 and the Horus Heresy – there's surely something for every taste. For instance, I was very pleased to find the opening story, 'Reparation' by Andy Smillie. In it, we meet Thorolf, a Space Wolf imprisoned by the Dark Eldar. As a stoic servant of the Emperor, Thorolf observes his duty, even within the hellish gladiatorial pits of Commorragh. I'm becoming quite the fan of Smillie's work (his audio drama *Deathwolf*, which in many ways sets up this little tale, is simply superb), and he paints a vivid, enjoyable portrait of the Dark Eldar and their vile ways. The other 37 stories cover a variety of topics; Sarah Cawkwell tackles a young Valkia the Bloody as she proves herself upon the battlefield, while Graham McNeill recounts Sigmar's epic encounter with a champion of Chaos known as Krell…

Finally, and certainly worthy of note, is story number 41, which happens to be the winner of the Black Library's 'pitch-factor' event at the Black Library Weekender in 2012. Written by Alex Helm, 'Death Stares Back' is a gripping super-short with a simple, clever premise. The crew of a Leman Russ Battle Tank are trapped, and the Tyranids are eating their way in… **AT**

These books and audio dramas are available in English language only.

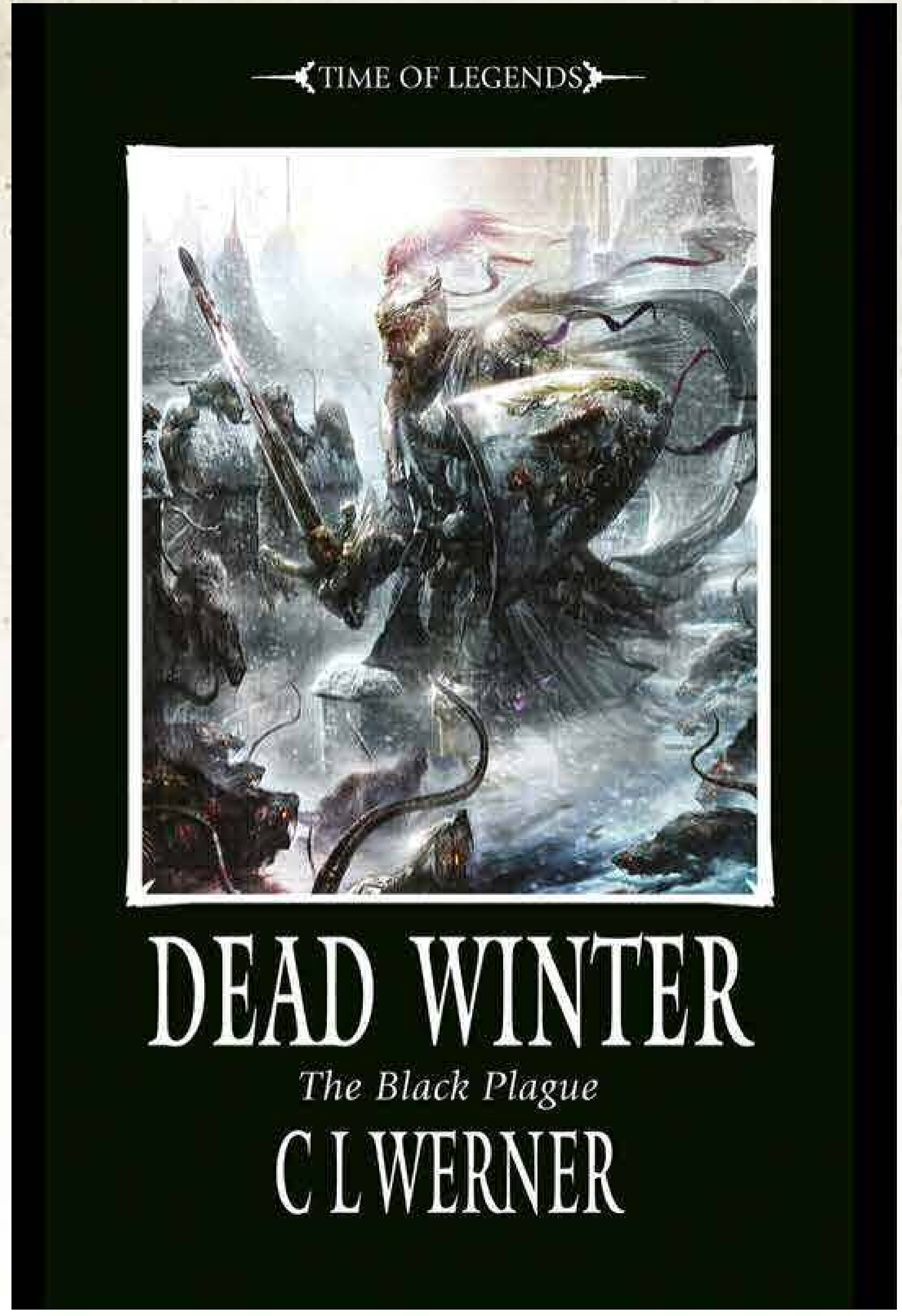
FURTHER READING

If the short, sharp action found in *The Best of Hammer and Bolter* has whetted your appetite, you will be pleased to learn that there is a new short story released every week on 'Digital Monday'. You can buy these stories for your digital reading device, and after a quick download you'll be soaking up the action within a minute or two. Take a look online at blacklibrary.com for the latest titles; make sure you check back on a weekly basis.

Also on the subject of ebooks, Black Library have an impressive collection of ebundles available – these contain entire sequences of novels. With a single click you can have an entire series on your preferred device, perfect for summer reading.

DEAD WINTER

By CL Werner, paperback, 416 pages



In which one of the most catastrophic events to befall the Empire is put in to motion by the nefarious schemes of the Skaven...

This Time of Legends novel – the first part of a trilogy – details a dark time for the Empire. In the year 1111, while under the reign of the incompetent Emperor Boris Goldgather, the lands of men were subjected to the terrible Black Plague, a horrific pandemic engineered by the Skaven. Here, CL Werner details in suitably grim fashion how the ratmen's dreadful scheme came to fruition.

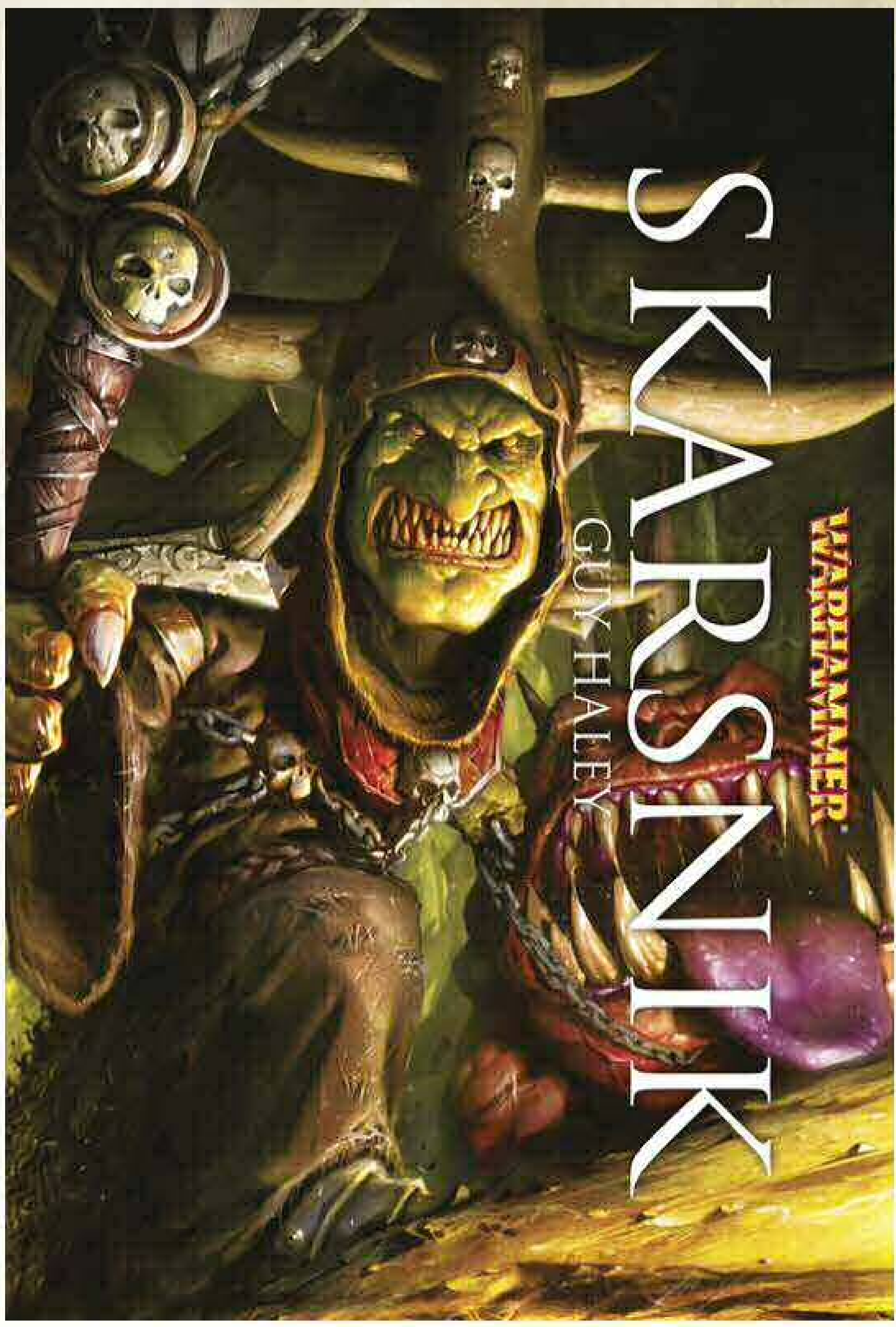
Werner doesn't skimp on the hardships and darkness at the heart of the Warhammer world, and fashions a compelling (and sprawling) cast on the sides of both men and Skaven. Consider, for instance, Puskab Foulfur of Clan Pestilens, architect of the plague, and Frederik Van Hal, a Priest of Morr driven to desperate measures. They are but two fascinating protagonists in a tale stuffed with them. Compelling stuff. **JB**

FURTHER READING

If you enjoyed *Dead Winter* and are hankering after more tales of the dreaded Skaven, you could do an awful lot worse than picking up David Guymer's *Headtaker*, which we reviewed in the last issue of White Dwarf. It's a hugely entertaining tale of a particularly unhinged and deadly Skaven character of legend.

SKARSNIK

By Guy Haley, paperback, 416 pages

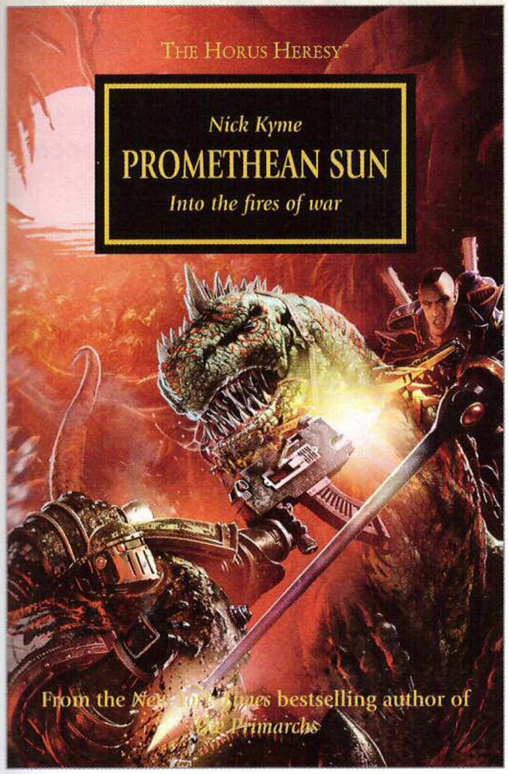


Skarsnik is the most powerful, successful and feared greenskin of all time. Or so he would have you believe...

Whenever we talk of Goblins we invariably conjure an image in our heads of little green creatures that are more entertaining than fearsome, are as likely to run away as they are to die, and are often accompanied by lunatics wielding massive balls on chains. But we see them from an abstract point of view as we stand at the side of a gaming table and not, as the main character in this book finds himself, face to face with them. A lot of them. Haley captures the terrifying, harrying experience perfectly through the eyes of Jeremiah von Bickenstadt – a moderately unsuccessful playwright turned deranged eccentric. Skarsnik is portrayed as both learned and very much aware of the world around him, attributes rarely associated with Orcs and Goblins, and while the book is full of violent encounters, it's Haley's vision of Goblin culture, such that it is, that makes this book well worth reading. **DH**

PROMETHEAN SUN

By Nick Kyme, hardback, 128 pages


THE HORUS HERESY
Nick Kyme
PROMETHEAN SUN
Into the fires of war
From the New York Times bestselling author of
The Primarchs

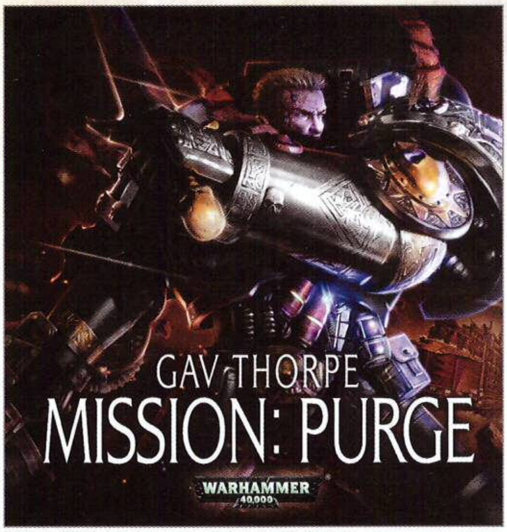
The Salamanders Legion, led by their mighty Primarch Vulkan, find themselves embroiled in a vicious fight against the ancient Eldar.

Planet One-Five-Four-Four has been identified as a valuable asset to the Great Crusade, so Vulkan and his brothers Ferrus Manus and Mortarion must reclaim it. This is a world where the citizens bend beneath the yoke of the Eldar, and thus the wrath of the Primarchs is unleashed.

The novella switches between immediate action, and the memories of a young Vulkan on the world of Nocturne. Battle scenes are well wrought, but the insight into Vulkan's memories is incredibly compelling. Nick Kyme brings a demi-god, raised to manhood by an honourable blacksmith, vividly to life. The scene were Vulkan recalls standing beside his adoptive father against the 'dusk-wraiths' is genuinely emotional. Vulkan's compassion, even when waging war, is the true subject of this story. The Primarch has gained new depth in my eyes. **AT**

MISSION: PURGE

By Gav Thorpe, CD, running time 72 minutes


GAV THORPE
MISSION: PURGE
WARHAMMER
40,000

Battle-brother Artemis of the Deathwatch leads his kill team aboard a Rogue Trader, where a deadly cargo is revealed.

It is becoming quite the habit to listen to Black Library audio dramas while I paint at lunch times, so I settled down with *Mission: Purge* and got to 'work'.

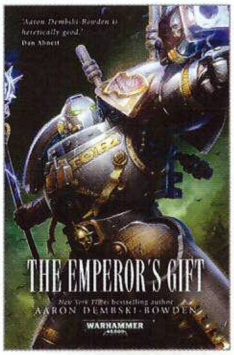
Brother Artemis and his kill-team must investigate a Rogue Trader's ship that approaches an Imperial world, for there is a chance that it contains a cargo far deadlier than the rare fruits listed on the manifest. What follows is a bloody, exciting and well-executed story of heroism and loyalty as the five members of the Deathwatch kill-team put aside differences and animosity for the sake of victory. The story is tightly woven and well told, and it sheds light on one of the lesser-known aspects of the Adeptus Astartes and Inquisition. It has engaging characters, plenty of action and a reveal at the end that I found very enjoyable. The audio drama's presentation is excellent, with a very convincing and enjoyable cast of voice actors. Each of the Space Marines, and the Rogue Trader with whom they interact, are distinctive and their accents 'fit' nicely. The sound effects, from gun fire to dying aliens, round off just over an hour of action very nicely indeed. **AT**

These books and audio dramas are available in English language only.

ALSO AVAILABLE

EMPEROR'S GIFT

By Aaron Dembski-Bowden, paperback, 416 pages


'Aaron Dembski-Bowden is heretically good.'
Dan Abnett
THE EMPEROR'S GIFT
New York Times bestselling author
AARON DEMBSKI-BOWDEN
WARHAMMER
40,000

Also available in paperback for the first time this month is Aaron Dembski-Bowden's cracking novel, *The Emperor's Gift*. The story follows the Grey Knight Hyperion from his induction into the secretive order of Space Marines to the battlefields of Armageddon, where the Chapter must face its greatest threat: an invasion force led by the Daemon Primarch Angron.

FORGE WORLD LATEST

Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Here is a selection of their latest releases.

NECRON TESSERACT ARK

Tesseract Arks are rare, powerful Necron vehicles that harness a singularity torn from a dying star to power its devastatingly deadly main weapon.

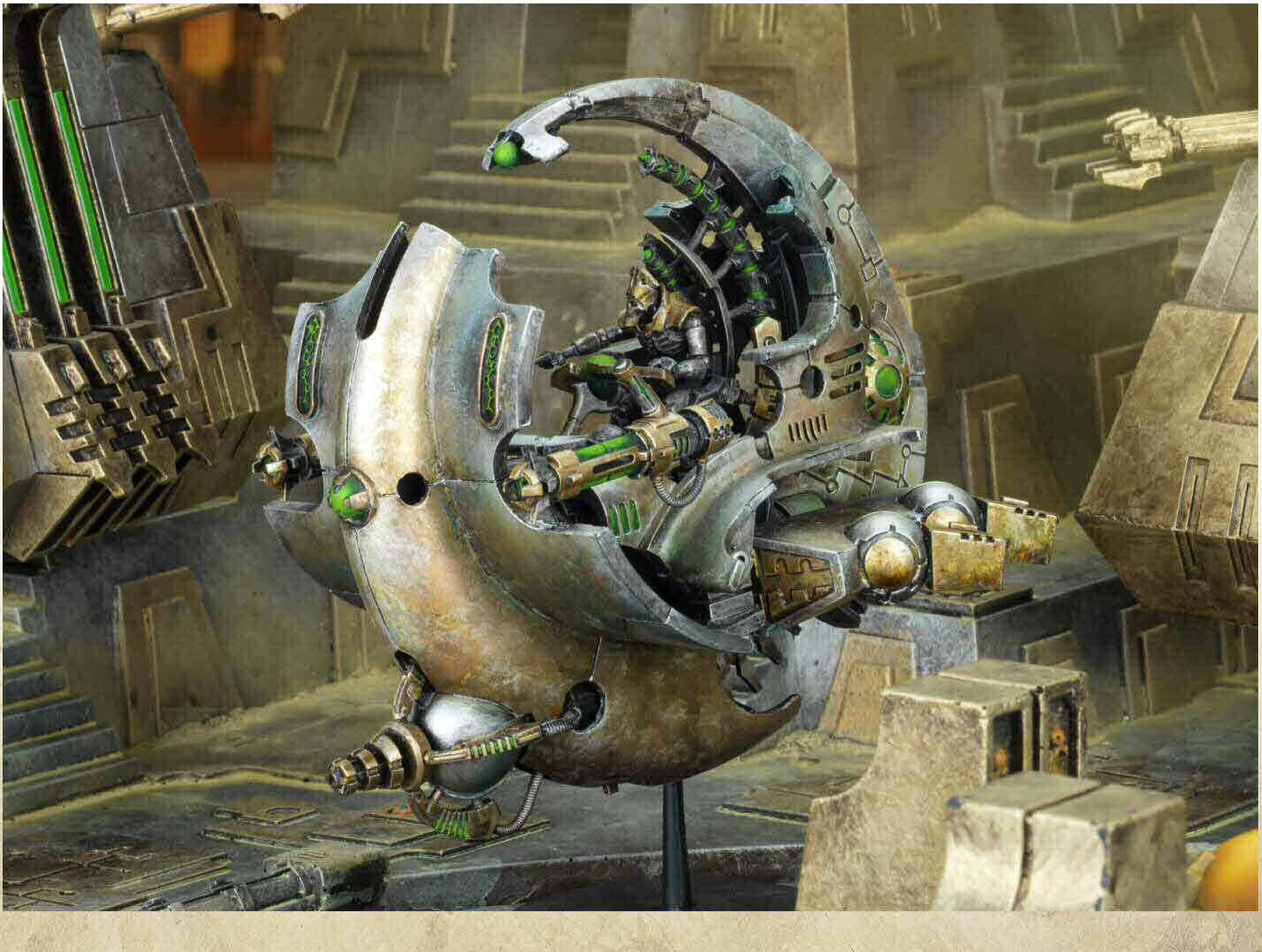
The Necron Tesseract Ark is based on the rear cab of the Doomsday Ark, adding a large armour plate, a pair of tesla cannons and the vehicle's signature weapon (the singularity chamber) to the front of it. The driver sits behind a thick armoured shield, where he controls the skimmer and its weaponry. **AT**

1

1 The Tesseract Ark's main gun is known as the singularity chamber – an arcane weapon that channels power from the heart of a dying star to obliterate the foe in a variety of horrific ways.

2 A rare and valuable Tesseract Ark is brought out in defence of the Necron's tomb world.

2



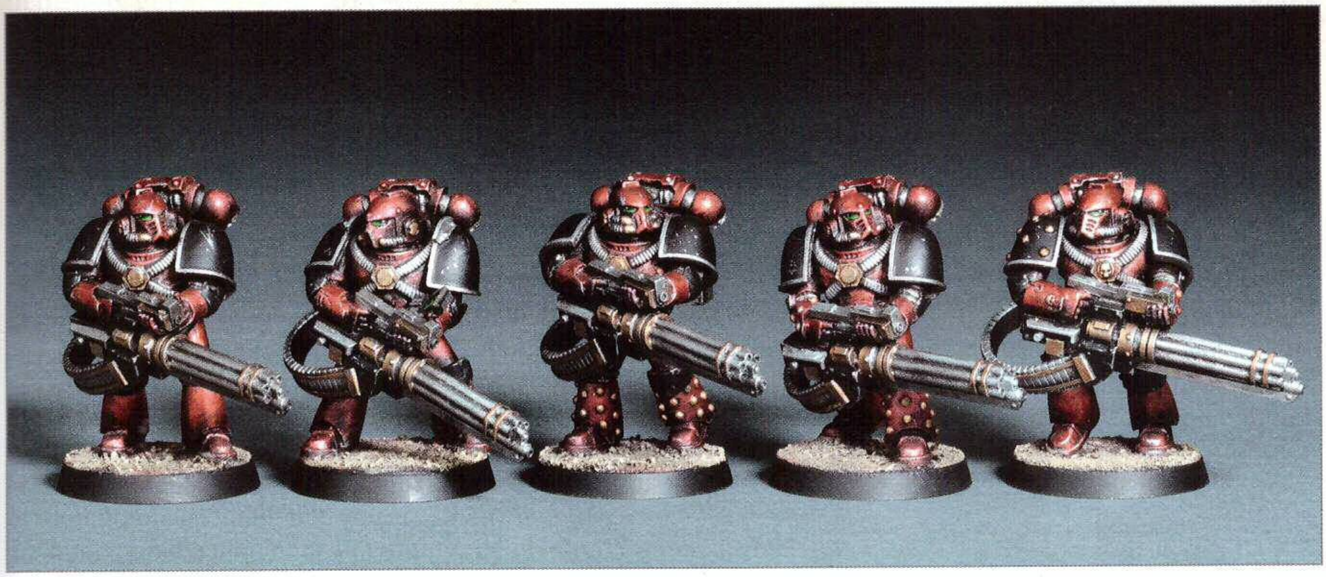
LEGION ROTOR CANNON SET

Legion Tactical Support squads bring specialised weaponry to bear as part of the main Heresy-era Space Marine battle line. Those armed with rotor cannons are typically charged with mowing down lightly armoured enemies in a dense hail of solid shot rounds.

This set includes enough rotor cannons to equip five Space Marines with rapid firing rotor weapons. The set including guns, ammunition feeds and ammo hoppers that are attached to your Space Marine models. These are sleek, deadly guns that look sensational in large numbers. **AT**

3 A Word Bearers Legion Tactical Support squad sweep all before them with a blistering fusillade.

4 A Night Lords Destroyer squad swarm towards the enemy in a blaze of bolter fire.



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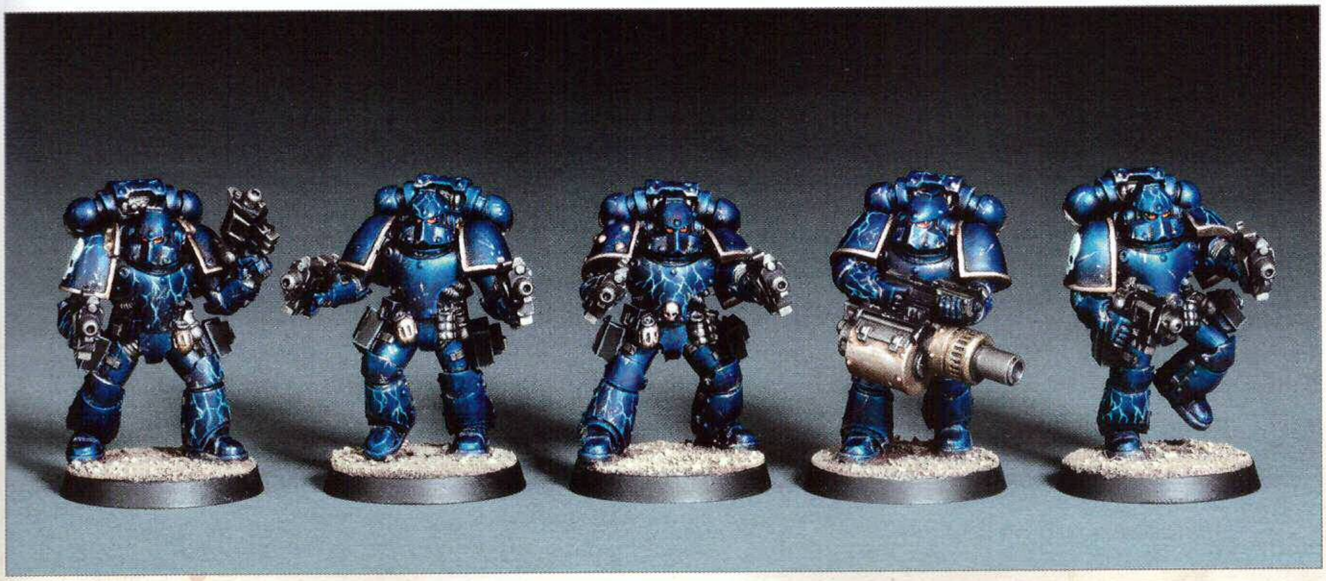
LEGION DESTROYER SQUAD

The Legion Destroyer squads are a throwback to the horrors of the unification wars of ancient Terra. In addition to their bolt pistols, the Destroyers carry a clutch of grenades, including rad grenades, and they often carry small missile launchers loaded with rad missiles.

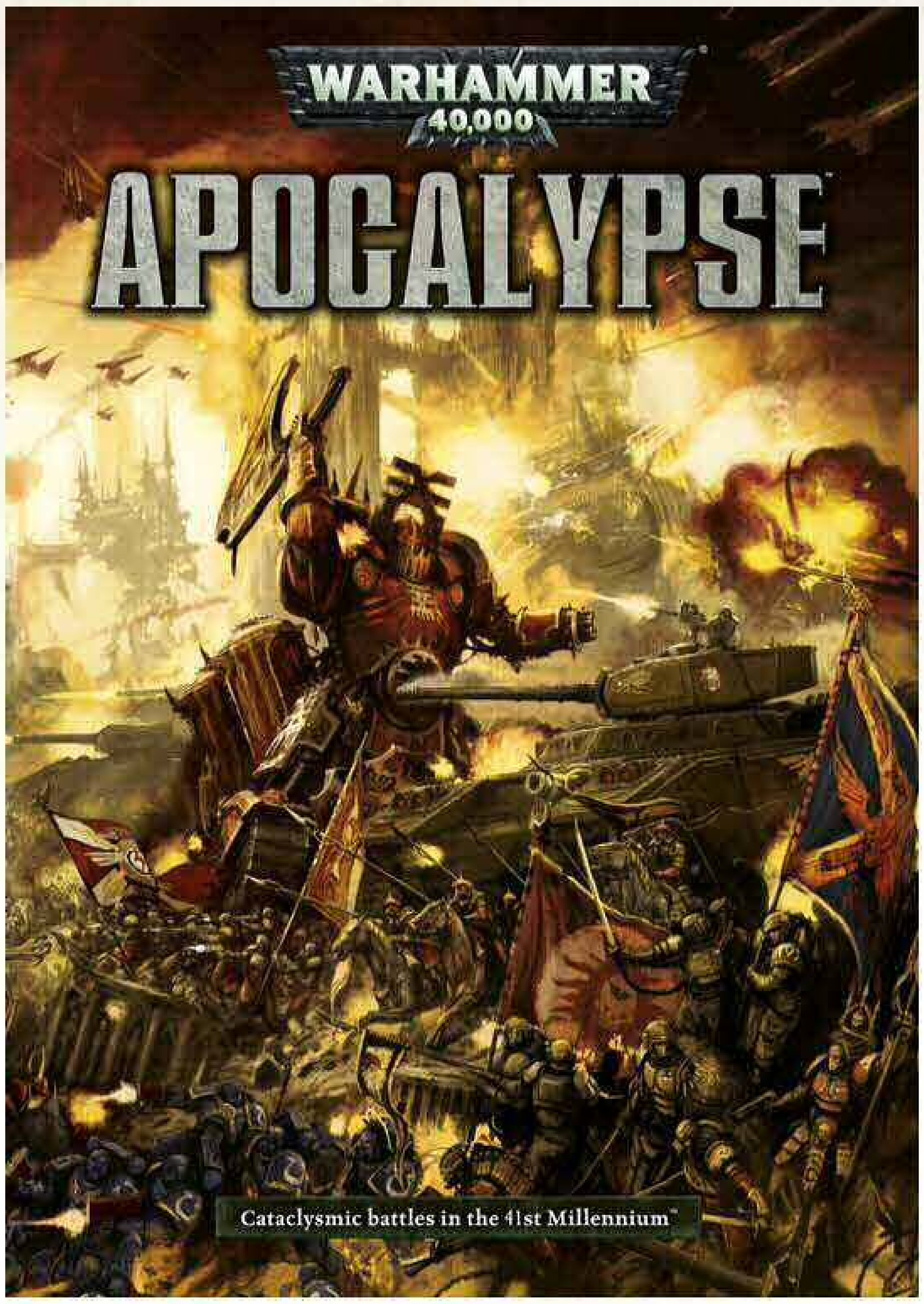
This set contains five complete Legion Destroyers; four armed with two bolt pistols, and one with an unusual missile launcher equipped with rad missiles. The destroyers all come with holsters, a clutch of grenades and pouches and stylised, reinforced MKIV power armour. **AT**

Head on over to www.forgeworld.co.uk for prices, release dates and details on how to order.



4

Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad. Below is just a selection of what's available; check out the Digital Products page at www.games-workshop.com for more.



WARHAMMER 40,000: APOCALYPSE

This month Warhammer 40,000: Apocalypse is released as three separate digital products for iPad. Pop-out boxes explain rules and wargear, eliminating the need to rifle through your Apocalypse book in the midst of battle.

RULES

The Apocalypse rules are the perfect companion for Warhammer 40,000 on your iPad and when new updates are available your copy will be automatically updated.

DATASHEETS

All the datasheets are available digitally for iPad too.

WARZONE: ARMAGEDDON

Warzone: Armageddon gives you background, rules, data and scenarios for the fateful Third War for Armageddon.

FARSIGHT – A CODEX: TAU EMPIRE SUPPLEMENT

Commander O'Shovah is a maverick, a greatly admired military leader who has broken ranks with the Tau Empire and carved out a highly militarised region on the edge of Tau space, known as the Farsight Enclave.

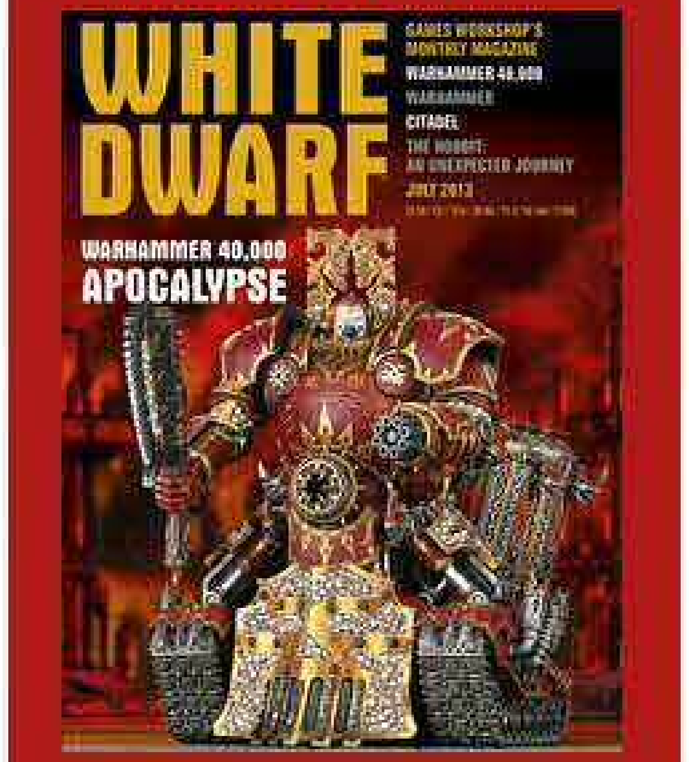
This expansion for Codex: Tau Empire, available on iPad, explores the breakaway Farsight Enclave in greater detail than ever. It contains new background, a timeline of events, rules for using your Tau Empire collection and a glorious gallery of Citadel miniatures painted in the colours of the Farsight Enclave by the 'Eavy Metal team and the Design Studio army painters. This is the perfect companion for your Tau Empire Codex on the iPad.

Available on the App Store

Available on the iBookstore

Digital products, including White Dwarf, are only available in English. Apple Newsstand and the iBookstore are available in the App Store.

WHITE DWARF iPAD EDITION



With high-resolution photographs, extra pictures, text and video content – plus audio extracts – the iPad edition of White Dwarf contains all the great content of its paper sibling and more besides. But you'll know that if you're reading this on your iPad, right?

WARHAMMER 40,000 RULEBOOK

Warhammer 40,000 is now available for iPad, with quick reference for rules and wargear.

LICENSED GAMES

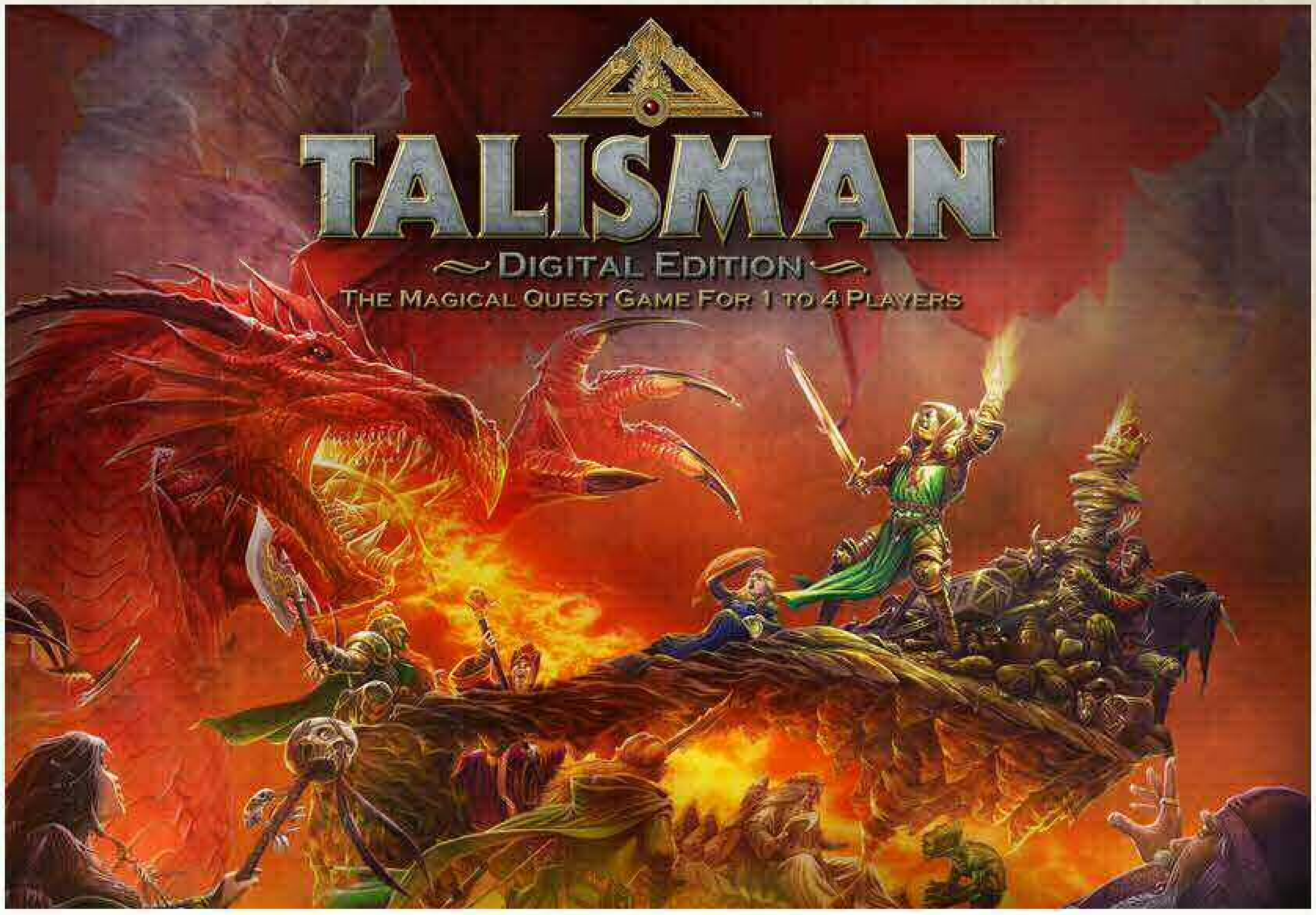
Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share.

TALISMAN: DIGITAL EDITION

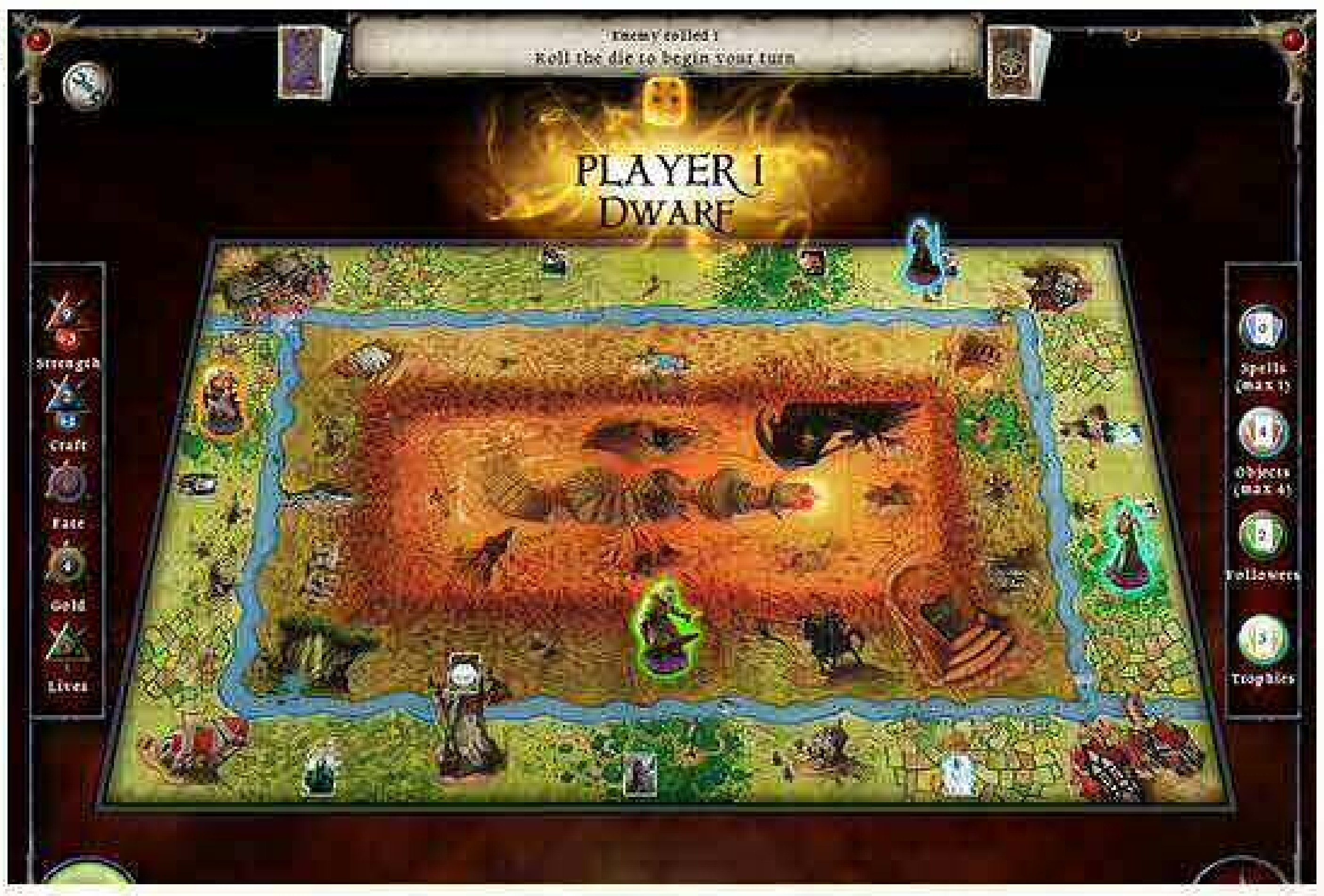
This month sees the release of Talisman: Digital Edition. We asked designer Carl Jackson for a few words about it.

Carl: Talisman creates some fantastic gaming moments; we're hoping that this version of Talisman will help people create more memorable moments for years to come. You can play on the same device as friends, which keeps the social aspect, so you can see the look on your opponent's face as you turn them into a toad. You can play online too, which is great as your friends might not always be available, so you can play against Talisman fans from all over the world instead.

1


TALISMAN
DIGITAL EDITION
THE MAGICAL QUEST GAME FOR 1 TO 4 PLAYERS

2


Enemy rolled 1
Roll the die to begin your turn
PLAYER 1
DWARF
Strength
Craft
Fate
Gold
Lives
Spells
Objects (max 4)
Followers
Trophies

1 You can find out more about Talisman: Digital Edition at www.talisman-game.com.

2 The game can be played with up to four players, either sharing a single device or online.

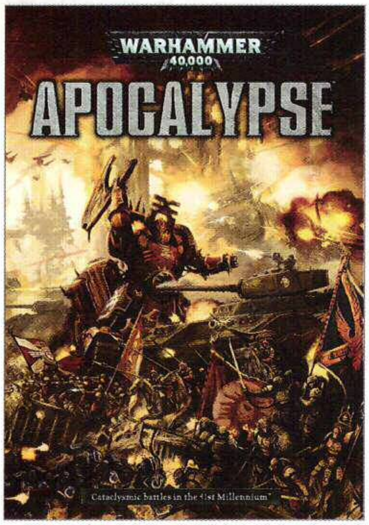
3 Talisman: Digital Edition is available on tablets and phones as well as on PC.

3

TALISMAN
DIGITAL EDITION
THE MAGICAL QUEST GAME FOR 1 TO 4 PLAYERS
TALISMAN
PROLOGUE HD
SAMSUNG

FULL RELEASE LISTINGS

The products on these pages are available to pre-order now, and will be released on Saturday 13th July unless otherwise noted. For more details visit: www.games-workshop.com



WARHAMMER 40,000: APOCALYPSE RULEBOOK

By Jervis Johnson and Phil Kelly
296 page hardback
£45, €60, €60 Fl, 450dkr, 560skr, 560nkr, 225zł, USA $74.25, Can $90, 450rmb, ¥10,100

WARHAMMER 40,000: APOCALYPSE RULEBOOK COLLECTOR'S EDITION (Online only, available while stocks last)

By Jervis Johnson and Phil Kelly
296-page hardback book in presentation box
£150, €200, 1500dkr, 1800skr, 1650nkr, 750zł, USA $250, Can $300, 1500rmb, ¥24,000rmb

WARHAMMER 40,000: APOCALYPSE RULEBOOK GAMER'S EDITION (Online only, available while stocks last)

By Jervis Johnson and Phil Kelly
296-page hardback book and army case
£150, €200, 1500dkr, 1800skr, 1650nkr, 750zł, USA $250, Can $300, 1500rmb, ¥24,000

WARHAMMER
40,000
1x MINIATURE
CITADEL

KHORNE LORD OF SKULLS

Sculpted by Dale Stringer
1 model
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WARHAMMER
40,000
1x MINIATURE
CITADEL

NECRON TESSERACT VAULT

Sculpted by Alex Hedström, Nick Ho and Dave Thomas
1 model (makes one Tesseract Vault or Obelisk and Transcendent C'tan)
£95, €125, 950dkr, 1140skr, 1050nkr, 475zł, USA $160, Can $190, 950rmb, ¥15,000

WARHAMMER
40,000
1x MINIATURE
CITADEL

IMPERIAL GUARD BANEBLADE/SHADOWSWORD

Sculpted by Dale Stringer
1 model
£85, €110, 850dkr, 1000skr, 950nkr, 425zł, USA $140, Can $170, 850rmb, ¥13,500

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AQUILA STRONGPOINT
WALL OF MARTYRS

WALL OF MARTYRS: AQUILA STRONGPOINT

Sculpted by Dave Andrews
1 model
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WALL OF MARTYRS

WALL OF MARTYRS: FIRESTORM REDOUBT

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WARHAMMER 40,000
VENGEANCE WEAPON BATTERY
WALL OF MARTYRS

WALL OF MARTYRS: VENGEANCE WEAPONS BATTERY

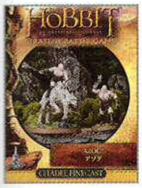
Sculpted by Dave Andrews
2 models
£30, €40, 300dkr, 360skr, 330nkr, 150zł, USA $50, Can $60, 300rmb, ¥5,100

APOCALYPSE

WARHAMMER 40,000 APOCALYPSE STRATEGIC ASSET CARDS (Available while stocks last)

£8, €11, 80dkr, 100skr, 100nkr, 40zł, USA $15, Can $16, 100rmb, ¥1500

THE HOBBIT: AN UNEXPECTED JOURNEY



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MISSION: PURGE — Out now

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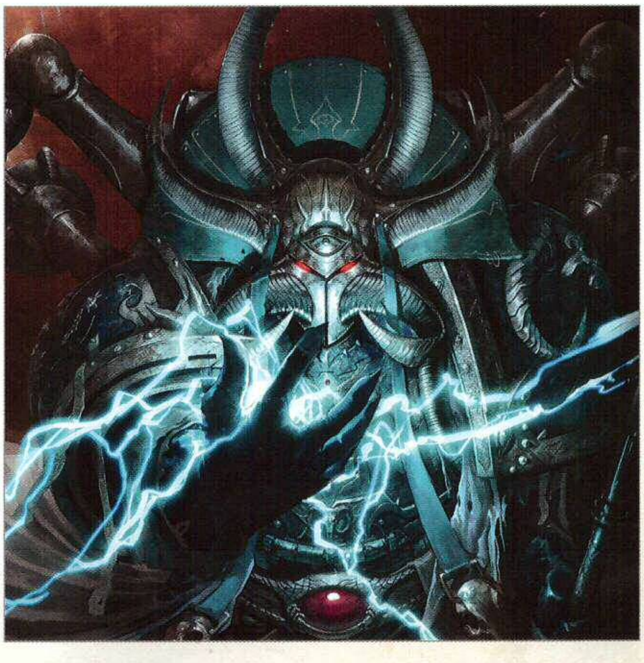
Audio drama
£10, €15, 115dkr, 140skr, 140nkr, 50zł, USA $15, Can $17.50, ¥1300



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We've created a whole section of the webstore that contains everything you need for Apocalypse (and we mean everything). Here are just a few examples of some of the Apocalypse formations available to buy at games-workshop.com or through the in-store order point at your local Hobby Centre:

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Imperial Guard Leman Russ Battle Tank x10

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Urien Rakarth, Haemonculus, Grotesques x3, Wracks, Talos x3

DREAD MOB

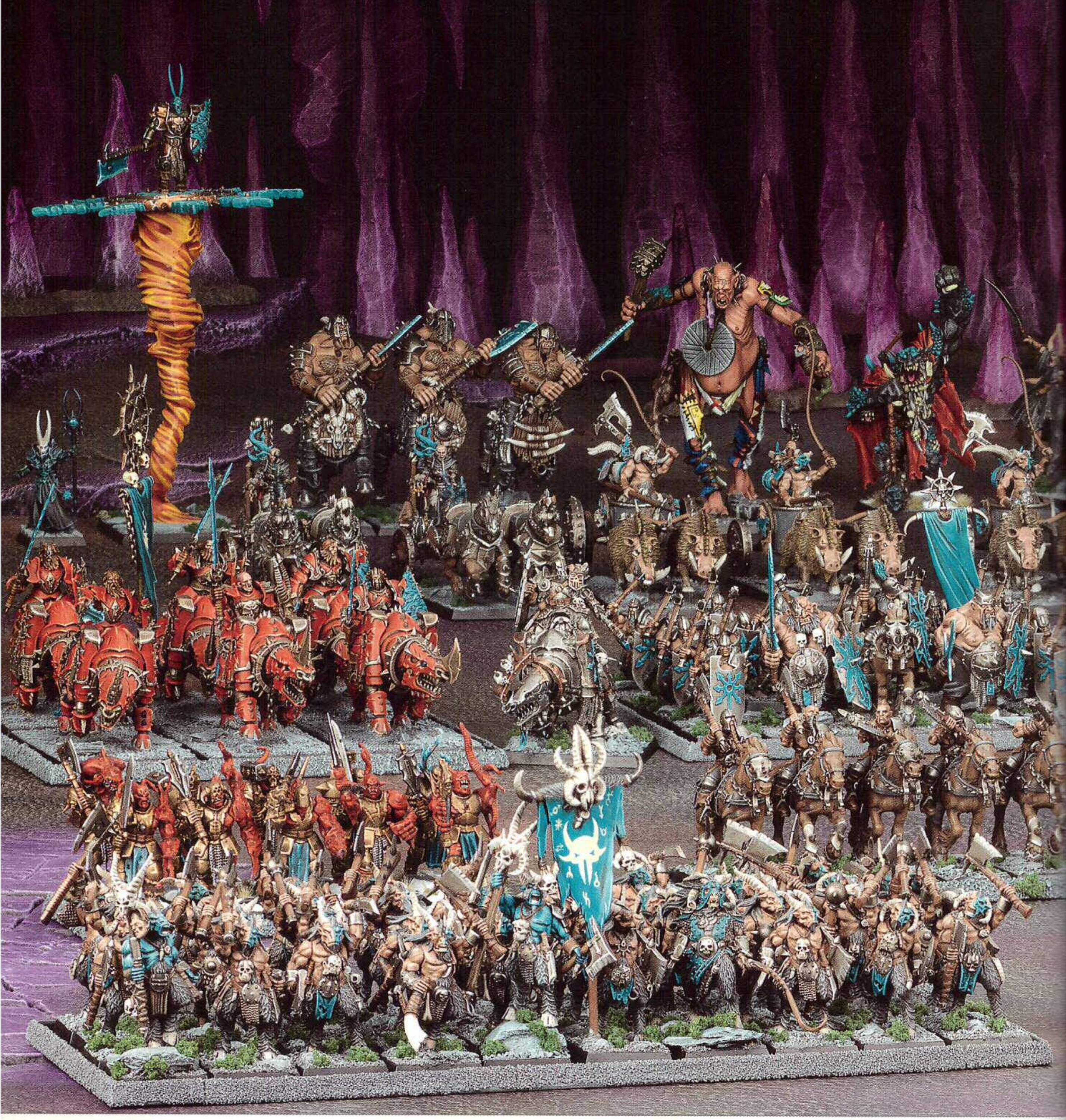
Deff Dread x2 and Killa Kanz x2

THE PHEONIX COURT OF KHAINE

Maugan Ra, Jain Zar, Karandras, The Avatar of Khaine, Fuegan, Baharroth and Asurman

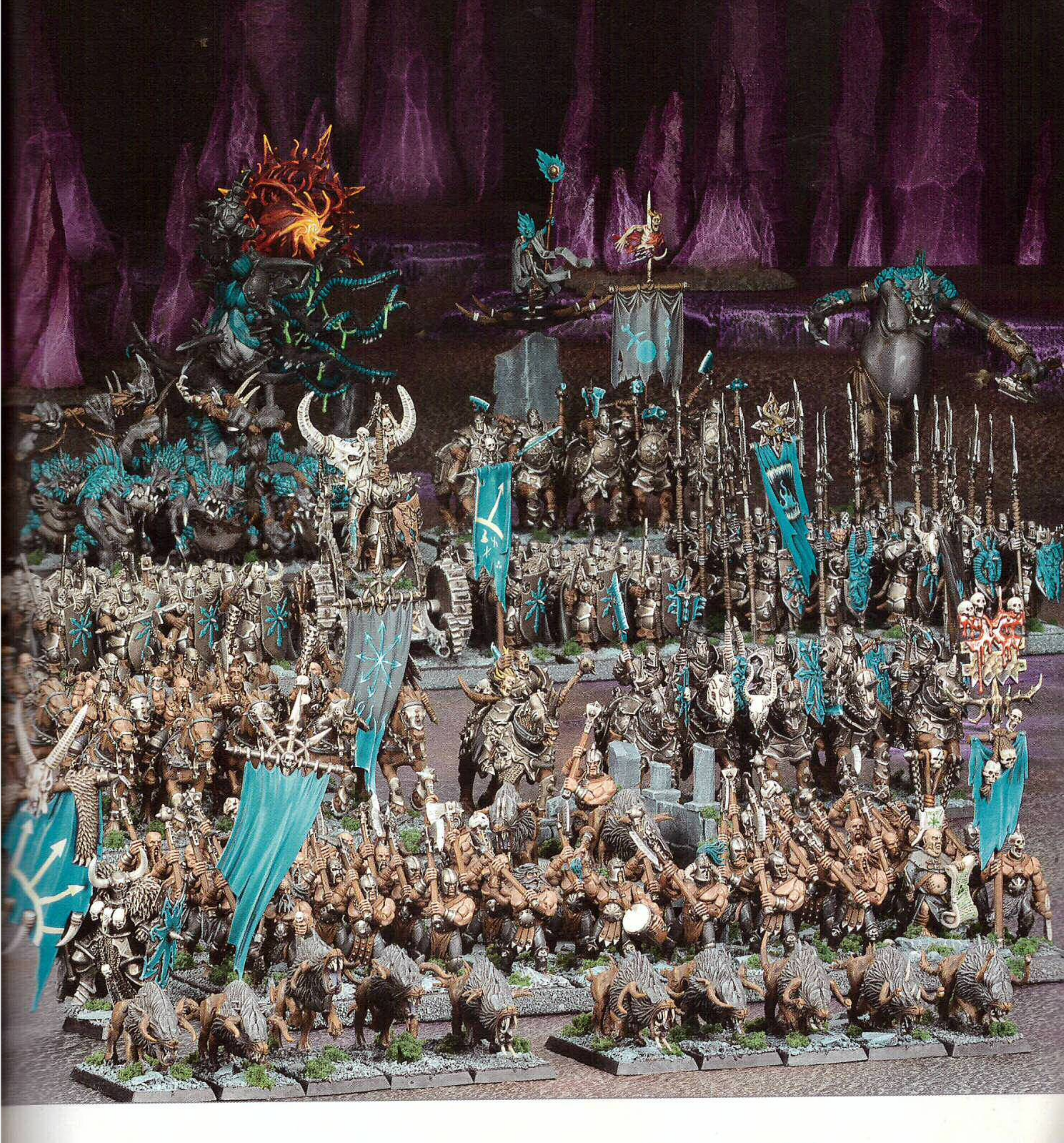
CARNIFEX CRUSHER BROOD

Tyranid Carnifex x3



ARMY OF THE MONTH

JAMIE FORSTER'S WARRIORS OF CHAOS



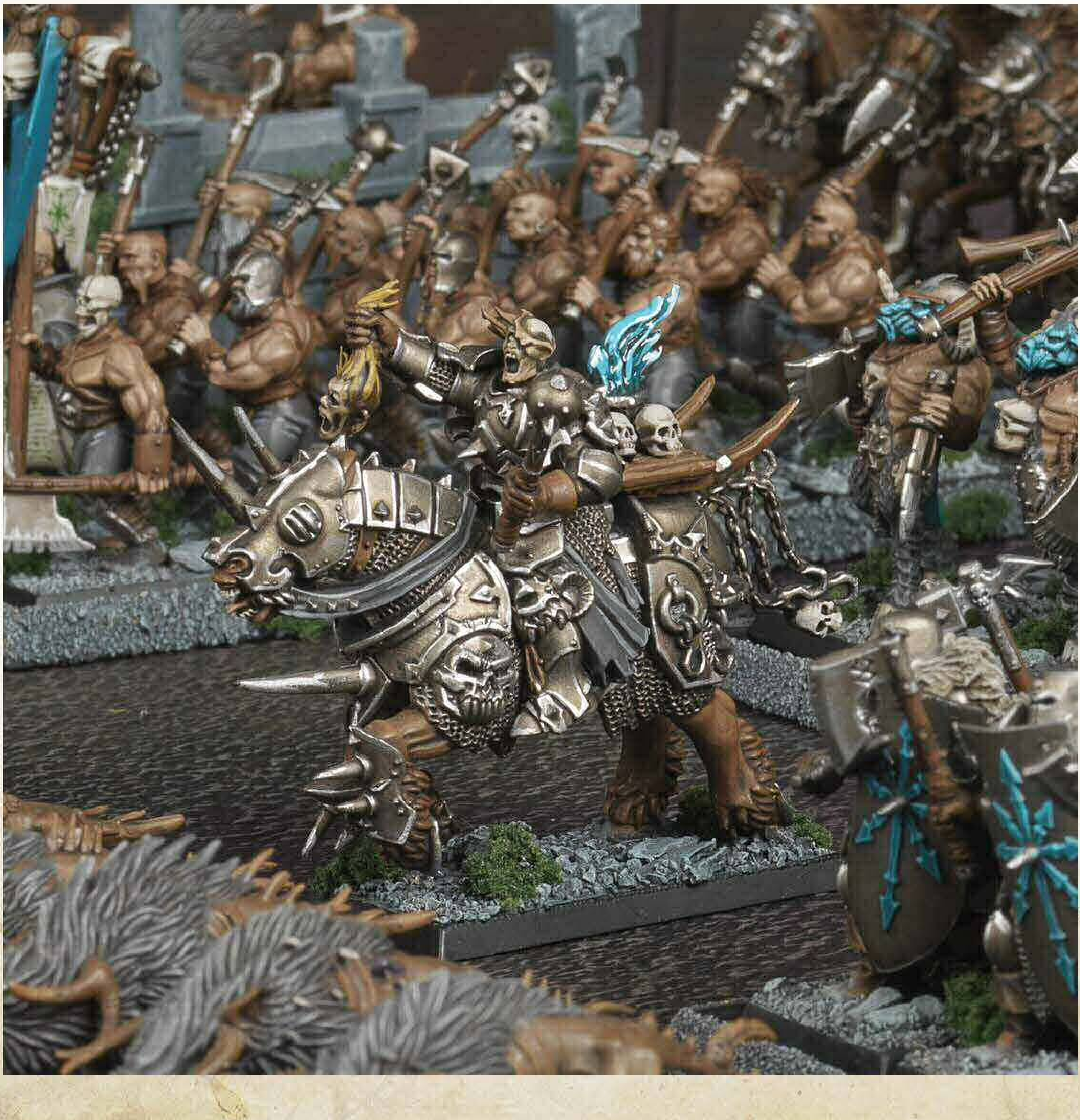
Army of the Month is our feature that showcases lovingly painted armies, the kind of collections that have been assembled and crafted through years of hard work and dedication. This month's army, which hails from the wintery depths of the Chaos Wastes, was lovingly painted by Jamie Forster, who firmly believes that an army can never be "too big." Jamie's vision of a Warhammer battle is one of massed infantry regiments led into battle by mighty, characterful heroes, a vision that he has realised through his vast Warriors of Chaos collection.

Jamie is one of our regional managers and his Warriors of Chaos can often be seen marauding around the Warhammer World gaming hall. But, as with all armies, this one is far from complete...

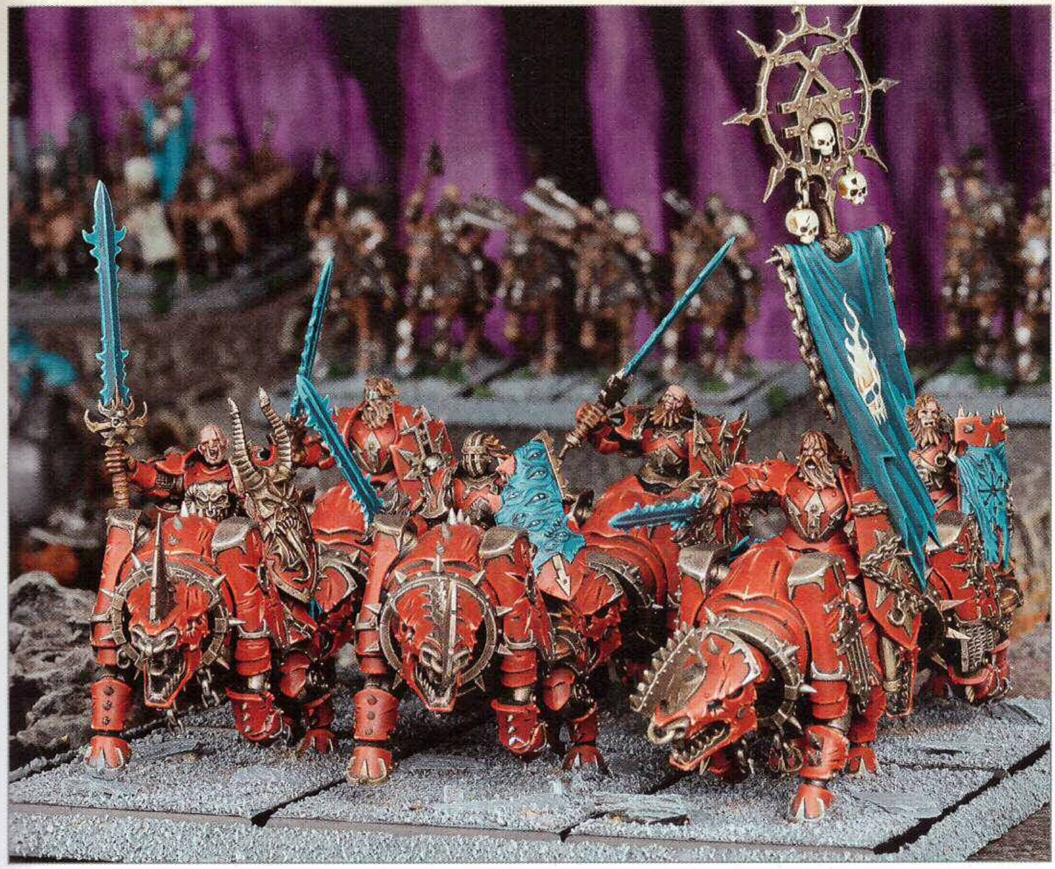
Jamie: My Warriors of Chaos army came about due to one set of miniatures: the Chaos Knights. When those models came out, I had to have them. For me, they are the epitome of Chaos; evil dread knights marauding from the north to wreak havoc on the worlds of men. They're huge, ornate, battle scarred and totally menacing – I needed to paint some. One box, however, didn't sate my thirst for Chaos.

One of my big hobby loves is converting miniatures, especially plastic kits. The Chaos Knights and the Marauder Horsemen are a wealth of converting opportunities, so it wasn't long before I was making unit champions out of spare Chaos Knight bits, changing weapons and swapping heads on Marauders. It quickly escalated from one box of models to many boxes of models and, eventually, into the army you see here.

And so, quite by accident, my Warriors of Chaos combined my two favourite aspects of Warhammer – large regiments of models and characterful conversions. I find that the most effective place for Warhammer conversions is in the front rank of a regiment as that's where the champion, musician and standard bearer are. By making subtle conversions to these key models, each unit has their own distinct look, making them easy to recognise on the battlefield. I've found myself getting quite attached to my champions of Chaos over the years and many of them have developed into intriguing characters.



The Dark Apothecary is one of Jamie's Sorcerers. As you can see from his rotten appearance, he is dedicated to Nurgle and, as is customary for Jamie, converted from a Chaos Knight miniature.

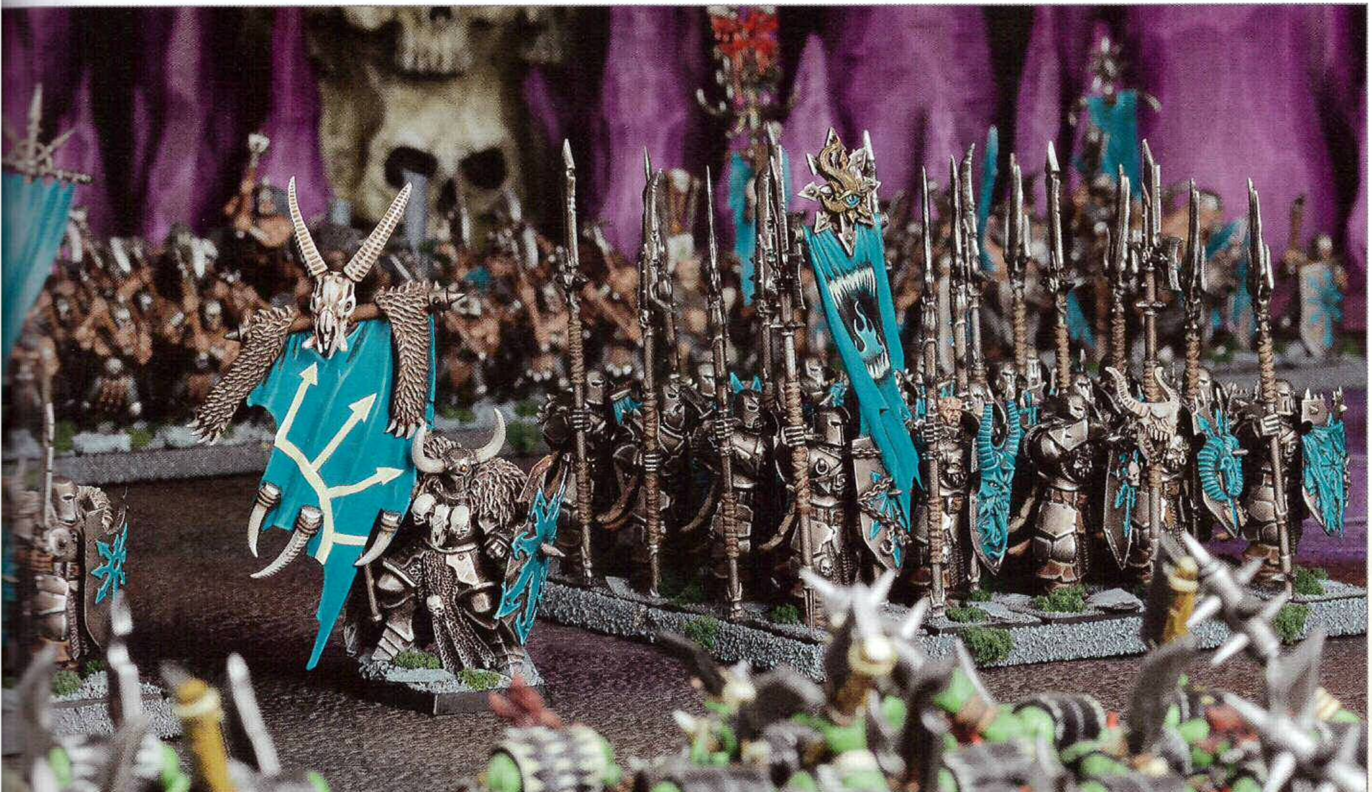


3

1 The Dark Apothecary is one of Jamie's Sorcerers. As you can see from his rotten appearance, he is dedicated to Nurgle and, as is customary for Jamie, converted from a Chaos Knight miniature.

2 "Scylla Hellwinter and his brother Fjirgard are my army general and battle standard bearer," says Jamie. "While Fjirgard may be larger, I like the idea that his older, but slightly smaller, brother is the warlord. Scylla's 'daemonic steed' is a mechanical platform made from the Hellcannon kit."

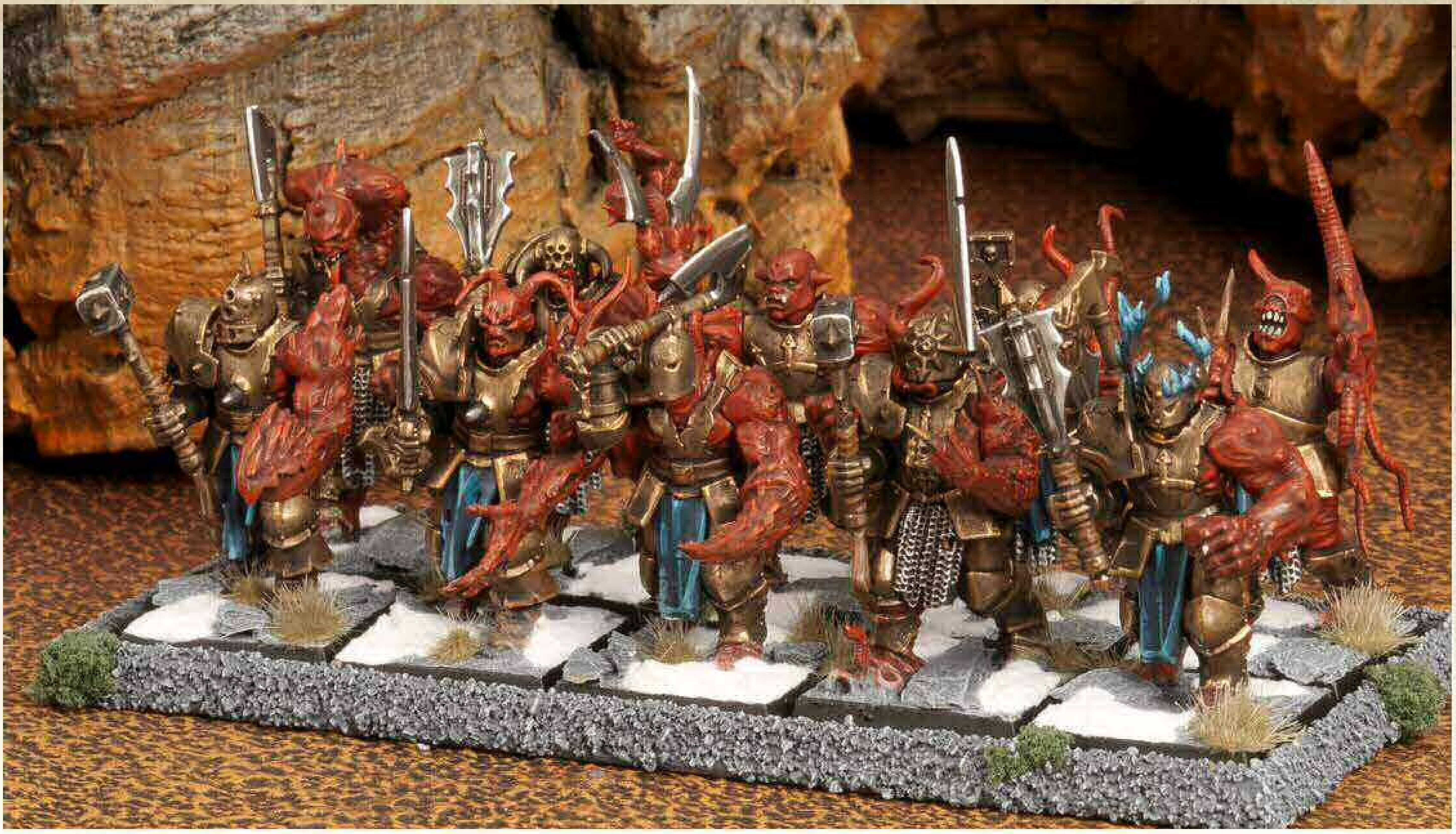
3 "My Skullcrushers were converted using heads from the Empire Flagellants kit with Bloodletter hellblades. Despite their red and brass colour scheme, they still have blue as their spot colour to tie them visually to the rest of the army."



1 "The Forsaken are one of the latest additions to the army. I'm going through a Khorne phase at the moment so I painted them red in dedication to the Blood God. You'll notice that they also have snow bases – something I want to add to all my models in the future."

2 "The Mutalith Vortex Beast is, put simply, insane. I found the digital painting guide for the Warriors of Chaos very handy when painting this kit. Without it I would have been totally lost."

1



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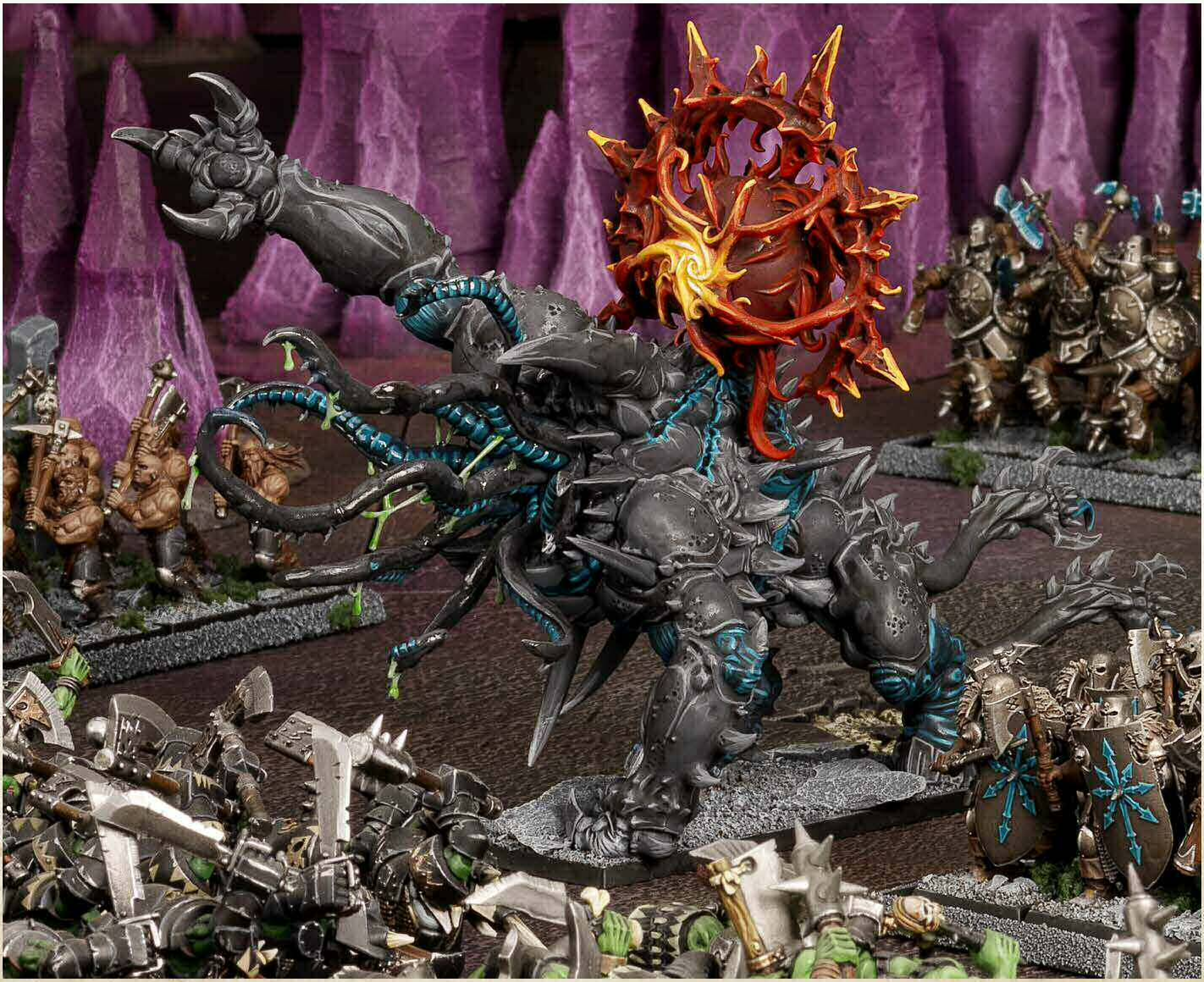
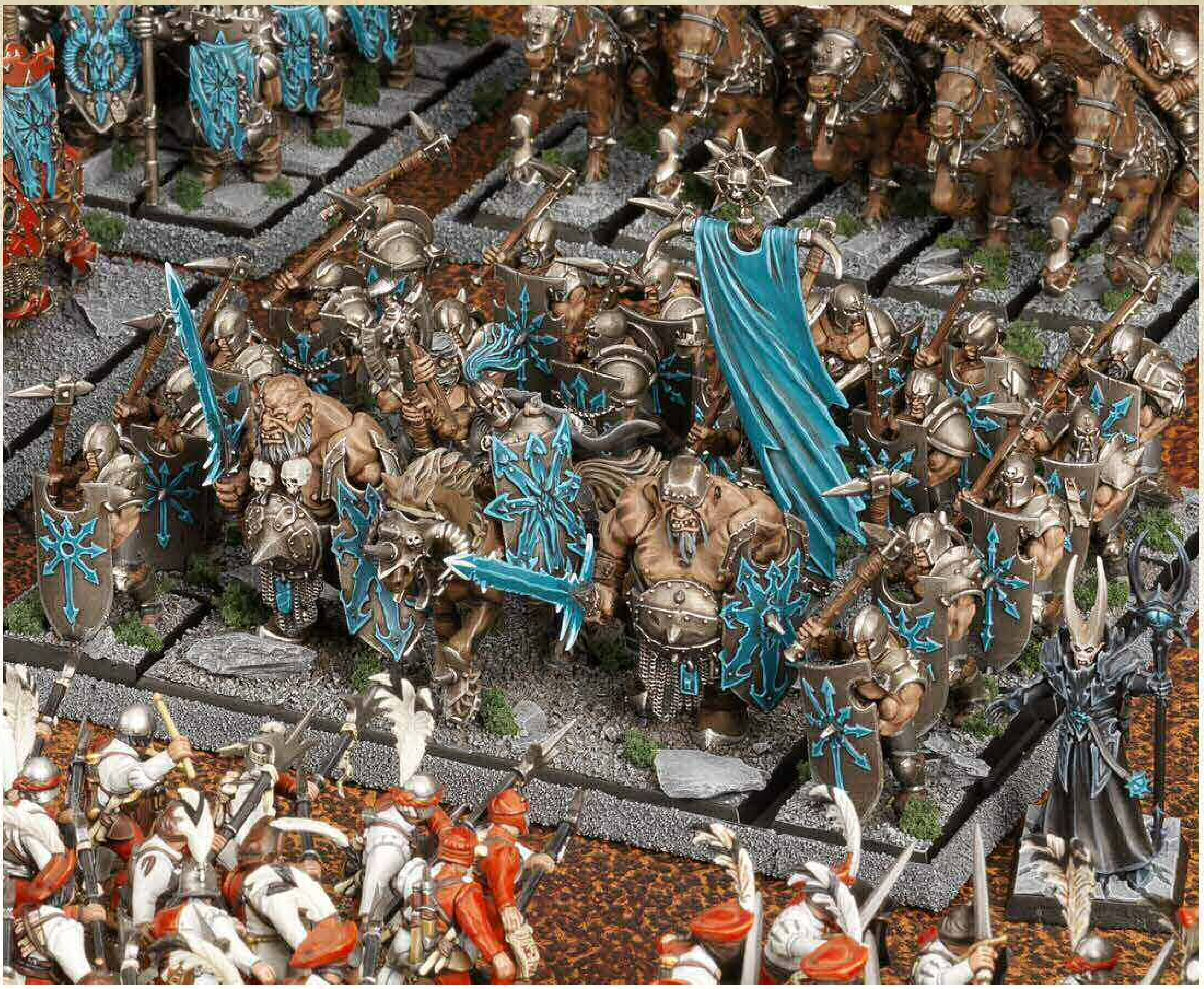


1 "Loic the Betrayer is my Shadow Wizard," continues Jamie. "A Sorcerer is a useful ally to any Chaos Lord, but Loic is certainly no friend of Scylla's. Over the years I've themed my army around two factions – Scylla's army and Loic's warband. These Marauders are Loic's Praetorians – his sworn bodyguards – and they're ready to back him up the day he decides to stab Scylla in the back and take control of the army. I know that you can't have Ogres in a unit of Marauders, but they look cool as a command group and I reasoned that Loic would want some muscle to protect him if things went awry."

1



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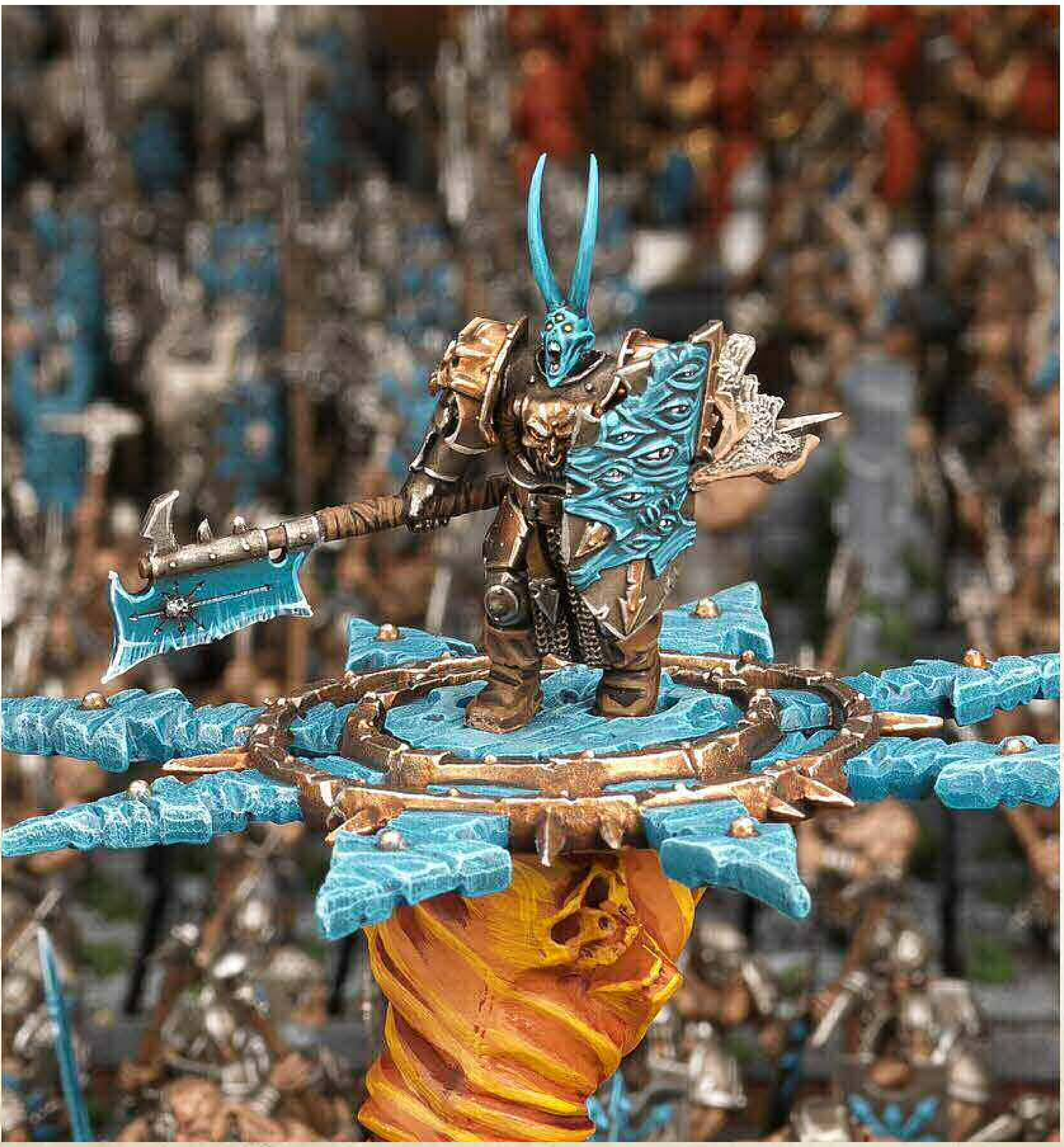


With the release of the new Warriors of Chaos models I've found my painting table covered in yet more miniatures. Of course, once I've painted the models I want to play games with them, which then gets me exited to build and paint yet more models. It's a never-ending cycle of building, painting and gaming – the holy trinity of hobby. My most recent additions are a Mutalith Vortex Beast and Throgg and I'm already planning to add a Warshrine to the force for the Warhammer Doubles Weekend in November. I wonder how well it will fit on the back of a Thundertusk... **DH**

2 Vashner Storm Rider is another of Jamie's Exalted Heroes. "The moment I saw the Balewind Vortex I knew I had to use it as a Disc of Tzeentch," comments Jamie. "It adds a lot of height to the army!"

WAR DIARY

ARMIES ON PARADE 2013

Last month we introduced seven hobbyists who were all keenly working on their Armies on Parade entry for Games Day Birmingham in September. With a month's efforts under their belts, we take a look at how they got on.

Carl Dafforn has been putting in a solid hour of hobby on each week night to keep his Armies on Parade entry on track.

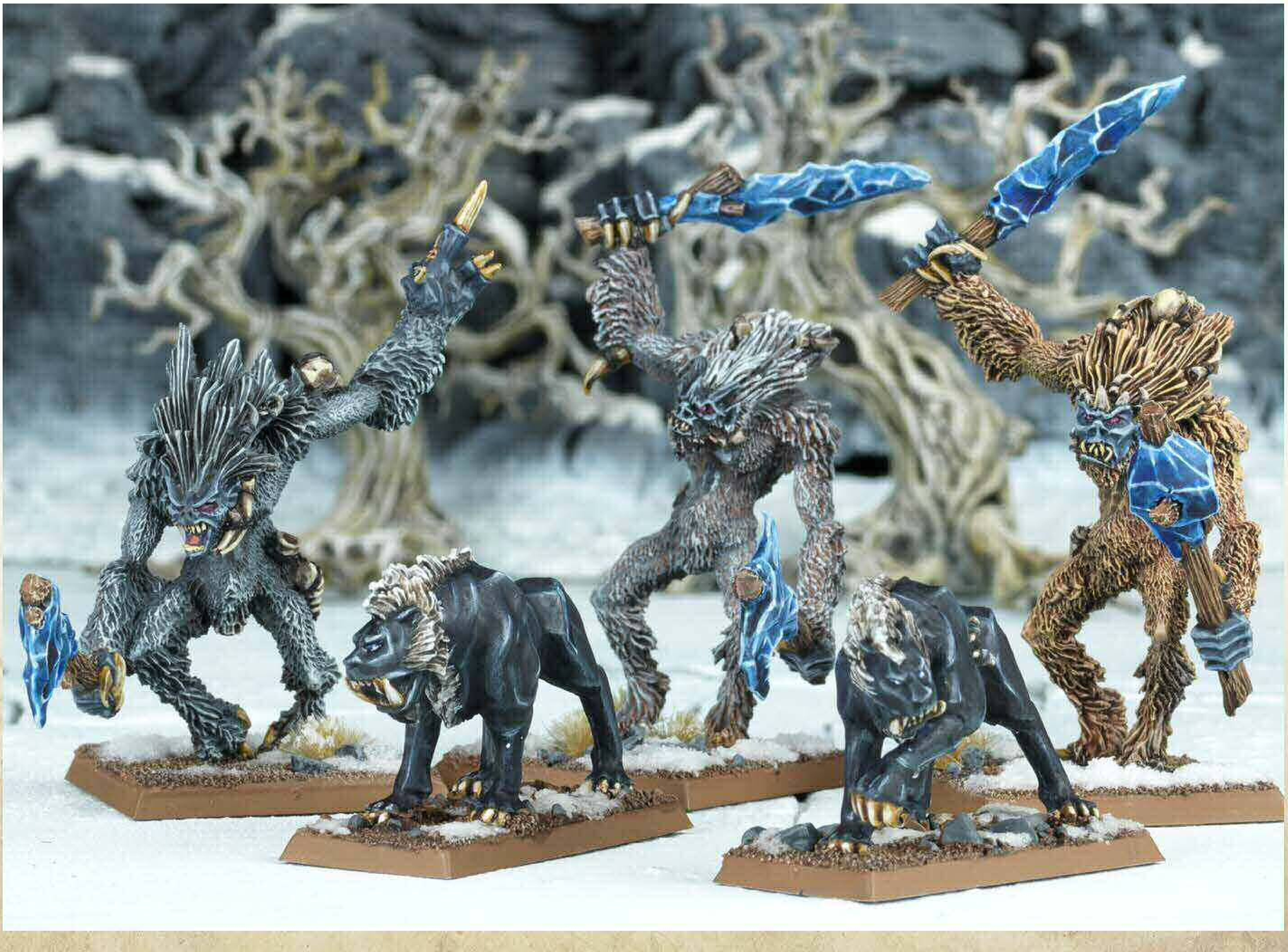
NOT DONE YHETEE...

Carl's work on his Ogre Kingdoms army has started in grand style, beginning with some Yhetees.

Last month Carl worked out exactly what he was going to paint for his Armies on Parade entry each month to make sure his entry was ready in time. Since then he has thrown himself into some heavy-duty painting with excellent results. First on the painting table were a unit of Yhetees.

"I've never painted Yhetees before, so there was a little bit of trial and error when it came to these three models," Carl says. "I wasn't sure what colour I wanted to paint them, and I ended up going through three different schemes as I went along. I'm happy with the overall result, but it's not at all what I expected to achieve.

"I've been painting in the evenings for an hour each night," Carl adds. "That has enabled me to complete all three of the Yhetees, as well as the Ogre Hunter and his two Sabretusks.



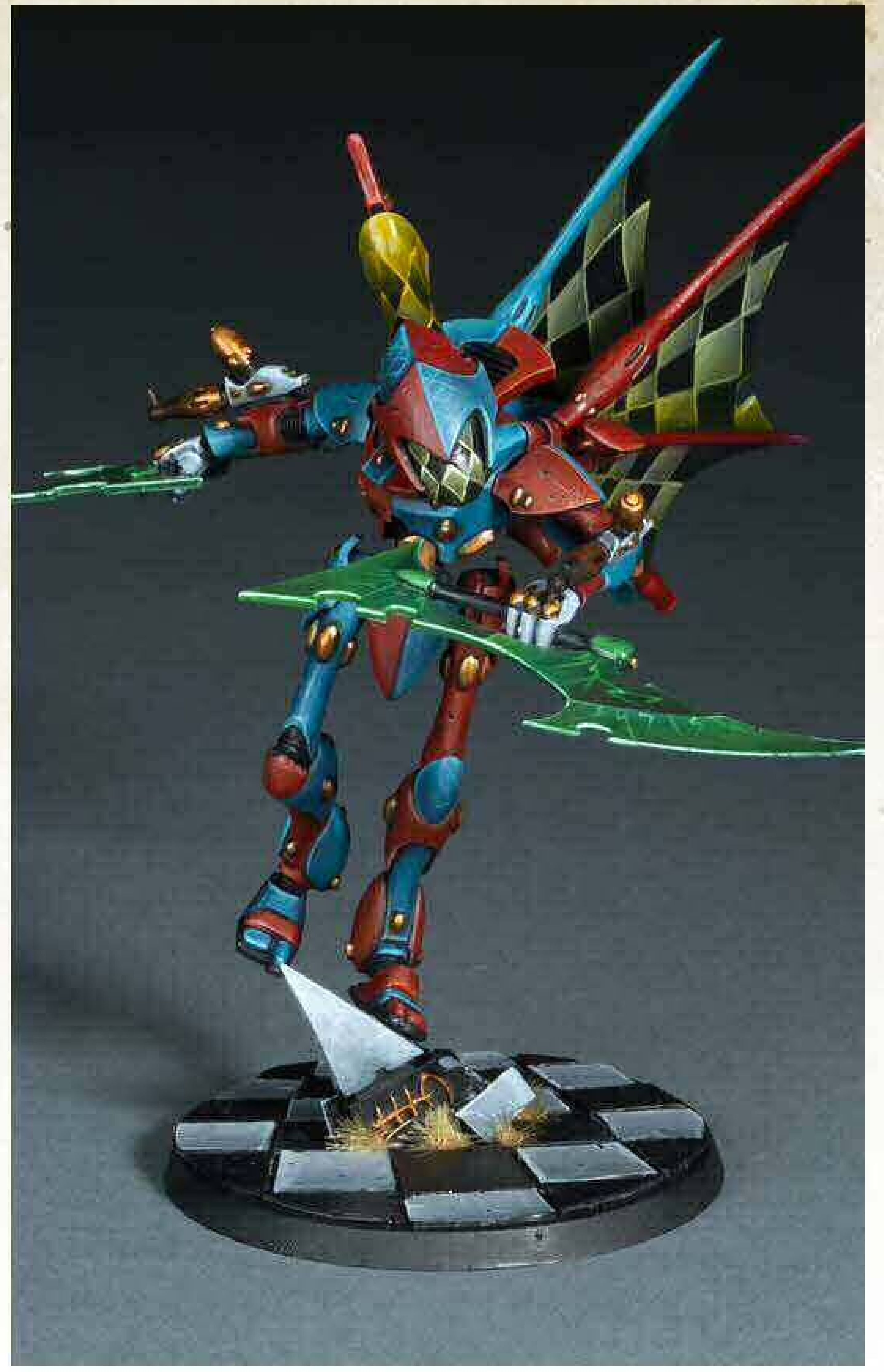
WRAITHLORD IN THE LIBRARY

Eddie's Armies on Parade display is based on the guardians of the Black Library, the Eldar Harlequins.

"I'm one of those hobbyists who always gets quite intense about the current project that I am working on," Eddie says about his Armies on Parade project. "So I've been spending as much time as I can converting and painting things for my Eldar Harlequins display board."

In the first month since we kicked off the challenge, Eddie has painted a mighty Wraithlord for his display, and made great strides on a squad of Eldar Harlequins.

"The Eldar Harlequins are some of the best models that I have ever painted," Eddie says, "I really had a lot of fun working on them. Converting up my Wraithlord was very satisfying too. I've used some spares from Dark Eldar kits to make it look a bit different, and I think the results are pretty successful so far."



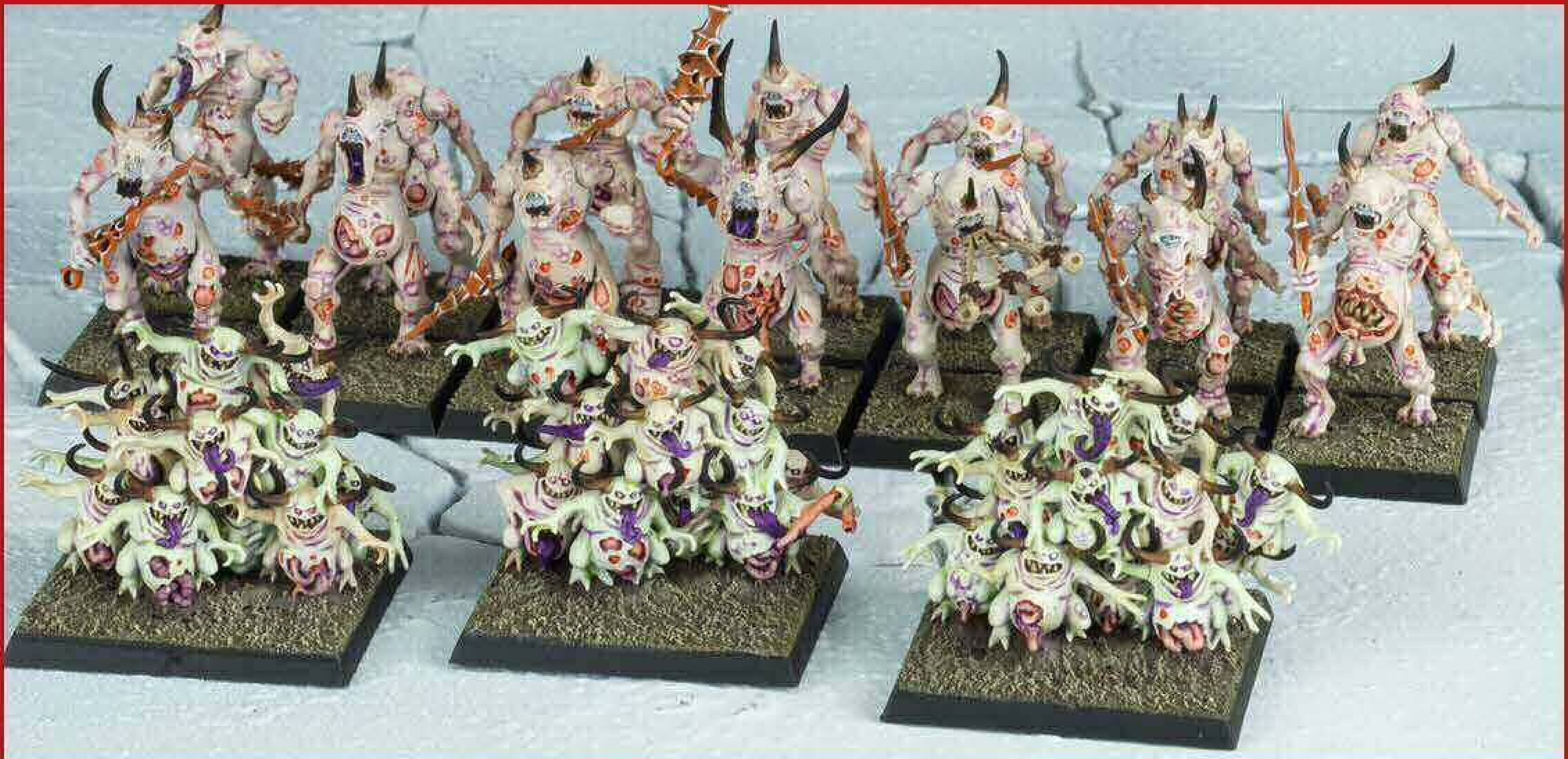
Eddie Eccles has been surrounded by Harlequins, Wraithlords and all manner of curios as he explores the possibilities of the secretive Black Library.

A CHRONICLE OF FILTH

Jon is working on a Nurgle-themed daemonic host. This month he's been working on the smaller guys…

An early morning (and I do mean early) trip through the Design Studio will invariably find Jon sat at his desk painting away – each day he arrives early enough to get in a good hour or so of painting before the real work starts. So far he's painted an impressive 15 Plaguebearers and three bases of Nurglings. "With some of the little guys done," Jon says, "I want to paint a Forge World Plague Hulk soon".

Jon Flindall is a painter of considerable talent who spends his days editing books in the Design Studio. His Army on Parade is a Nurgle Daemon horde.

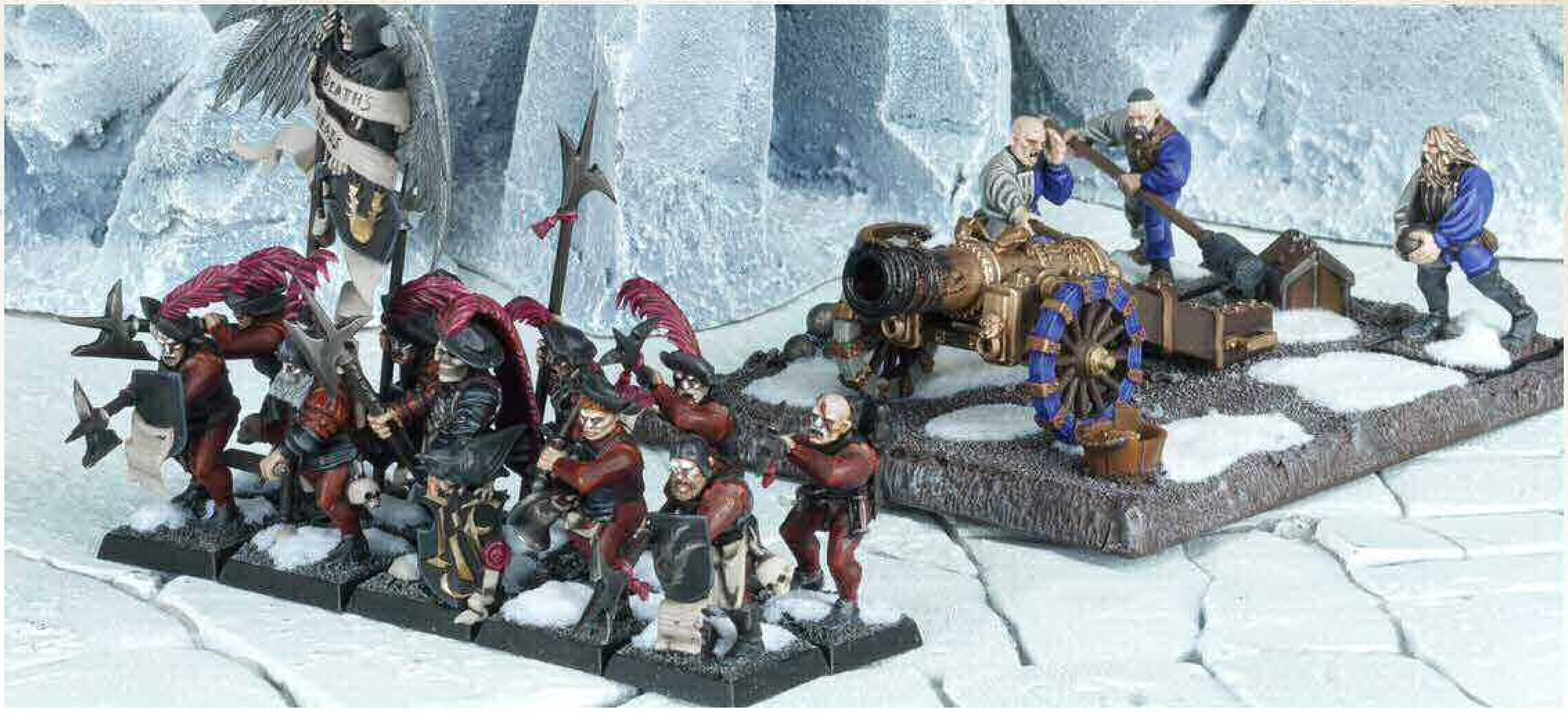


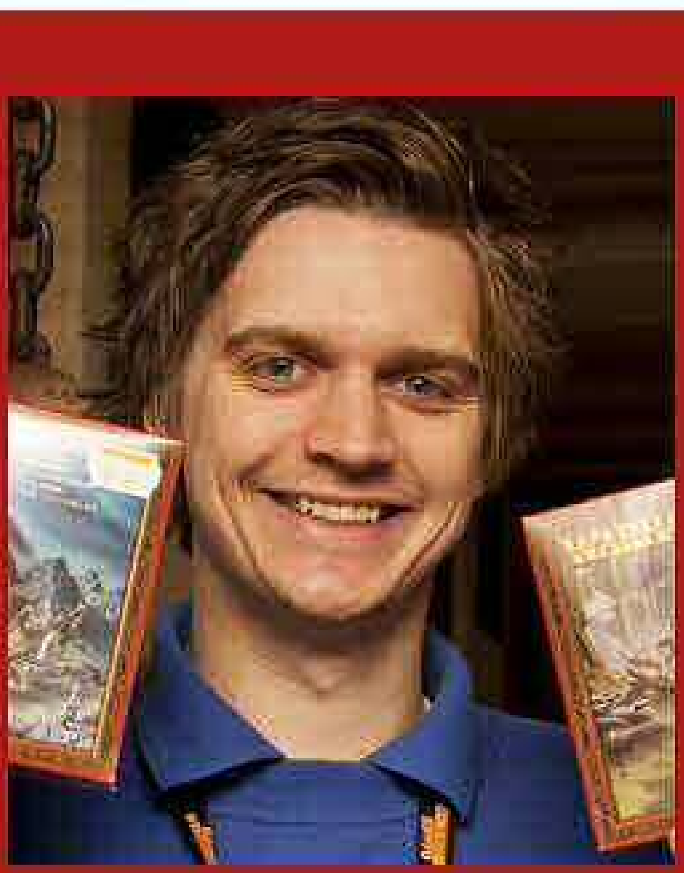
White Dwarf's own Dan Harden is flying the hobby flag high with an Empire army. He has grand designs for a hilltop redoubt, paved roads and more.

HEROES OF THE EMPIRE

Dan has brought out the big guns this month, with the Death's Head halberdiers and a Great Cannon.

Dan's labours for the War Diary have continued unabated this month and his Empire army continues to grow in the form of a unit of halberdiers and a Great Cannon. "I first saw the Death's Heads in the Uniforms and Heraldry of the Empire book and I knew that I wanted to paint a unit for my display," says Dan. "Their red and black colour scheme really makes them stand out from the rest of my force."





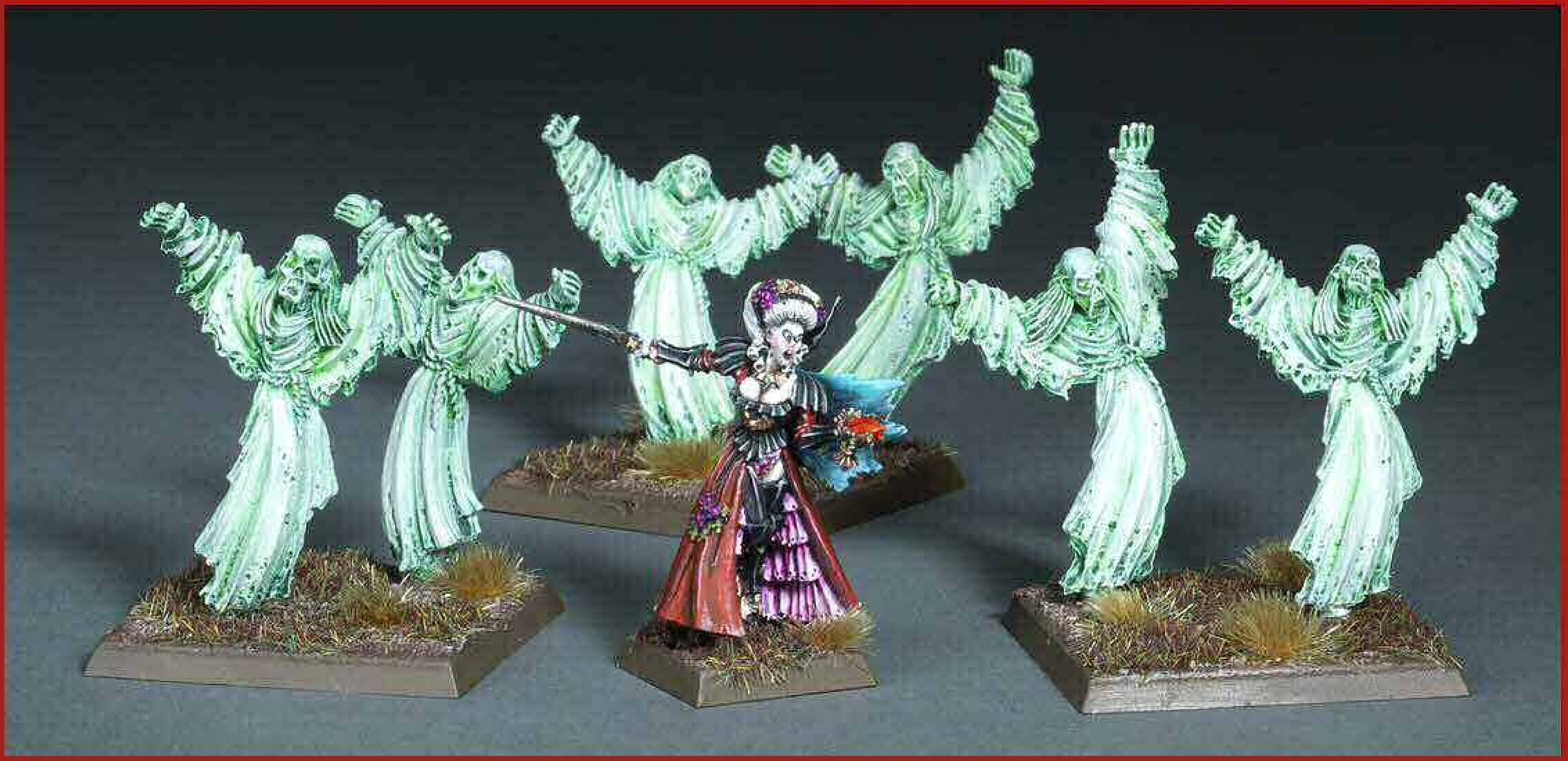
Chris Bilewicz spends his days manning the Warhammer World store, and his evenings doing his favourite thing: painting Citadel miniatures.

THE LEGIONS OF UNDEATH

Chris is making an undead horde based around the Empire province of Sylvania for his display.

Having a conversation with Chris about his Armies on Parade entry is an illuminating thing – his enthusiasm for his project is contagious. It's clear that he loves what he's doing. It's also clear he'd like to win!

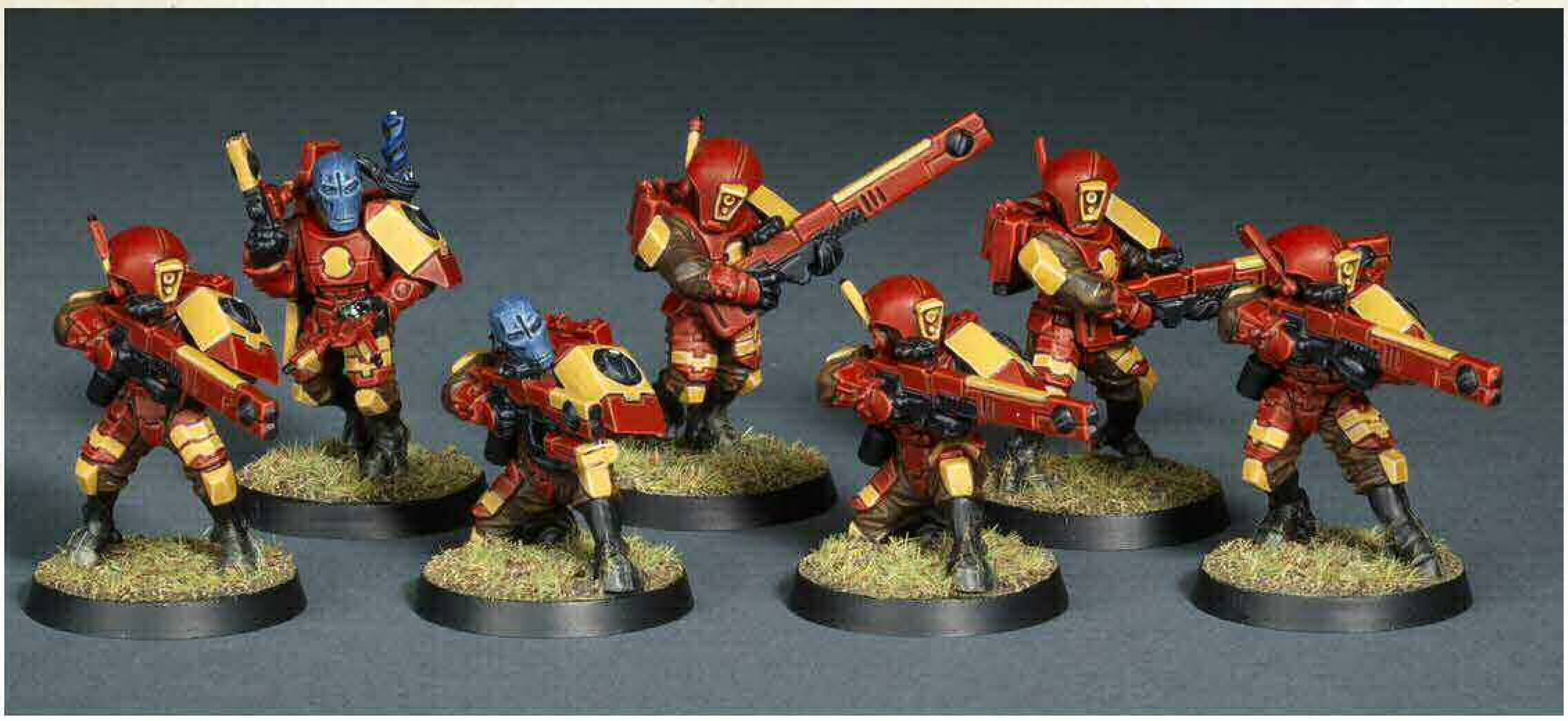
"I spent this month converting Zombies using Empire Militia and Liquid Greenstuff," Chris says. "That took a lot of time, so to reward myself I have painted Spirit Hosts and Isabella von Carstein."



FOR THE GREATER GOOD

Dominic has been painting Tau Fire Warriors and motivating his fellow hobbyists all month long.

In many ways Dom has become the champion helping to encourage and motivate our War Diary hobbyists. Not only has he forged on, choosing a colour scheme and painting a 'recon squad' of seven Tau Fire Warriors but he has created a (closed) Facebook group to share progress updates with his comrades. Dom has been an absolute legend, taking the mickey and encouraging in equal measure.



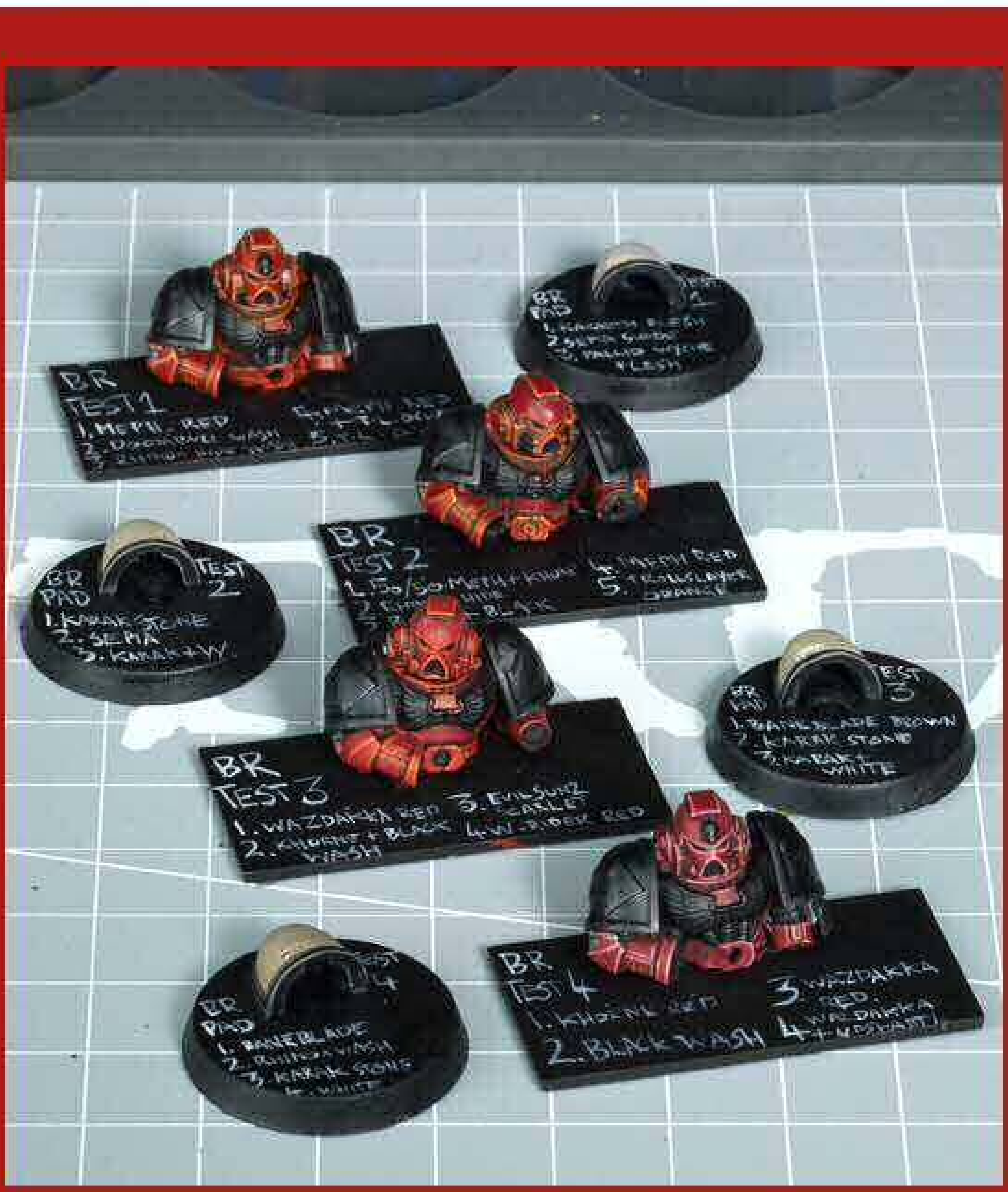
Having modelled his display board last month, Dominic Murray has surged onwards with his Tau army, focusing his efforts on some infantry models.

LAGGING BEHIND…

Nick is supposed to be painting Blood Raven Space Marines… but it has been slow going.

So, Nick hasn't completed any of the models for his Armies on Parade display yet. If you were keeping score, you might think this was a little bit of a problem, but we've known Nick for years and if there's one thing you can count on, it's that he'll be painting models to a beautiful standard at the last minute… it seems to be the way he works.

No amount of teasing can overlook the fact that he has already assembled everything in his entire display (which really is quite a lot of Space Marines) and he's worked out an effective colour scheme for his force. "Whenever I paint a new army, I work out the colours it is going to be before I start work properly," Nick explains. "That means painting several testers, writing down all the steps and stages and then choosing the best one." You can see his testers here on the right.



BR PAD
TEST 4

When we caught up with Warhammer World events manager Nick Bayton to check his progress, he didn't have any completed models to show.

JERVIS JOHNSON

In this month's column, games designer Jervis Johnson talks about his latest favourite project: the mighty new Apocalypse rulebook, giving a penetrating insight into the philosophy that informed its creation.

People often ask me what is the favourite thing I've worked on. This is an impossible question to answer; it's my job to put everything I can into every project, and because of this, it's always whatever I am currently working on. Disclosure dates being what they are, that means I can't actually tell you about my favourite project because I'm working on it right now! That being said, there are some projects that have taught me more about the hobby than others. The third edition of Blood Bowl taught me a lot about games design, while the second edition Chaos Codex taught me how to design army lists and special rules, and writing battle reports for White Dwarf taught me a lot about writing discursive articles like this one.

I mention all this because this month sees the release of another one of those 'projects that have taught me something important', namely A*pocalypse*. I've worked on both editions of Apocalypse, and both times it has proved to be a valuable and illuminating experience. The first edition of Apocalypse was a reaction to the prevailing view at the time: that there was a right way and wrong way to play our games, the right and proper way being two-player, line-up-and-fight games, with similar-sized armies. Now, before I go on, it's very important to underline there's nothing wrong with this style of play – after all, it's the way I usually play myself! The problem was that people had started to think that this is the way you are *meant* to play our games, and that other forms of play were somehow illegitimate. Regular readers will know that this kind of thing winds me up, and Apocalypse was based around answering such questions as 'Can I ignore the army lists and points values?' or 'Can I make up my own scenarios and special rules' or 'Can I play multi-player games', with a great big resounding: 'Yes you jolly well can – here, look, we've written a book to show you how!'

At the time I can remember being worried about just how popular such a message would be; here we were, planning to produce a huge book and the most ambitious plastic kits we'd ever made, based on little more than… well, than it sounded like a cool idea to us, and we thought the message was important! Fortunately you guys didn't let us down: it turned out that plenty of you really loved the idea of getting together with a group of friends to play big games, using all of the models in your collection, and of being given the freedom to explore the hobby in any way *you* liked. With hindsight, how could I have doubted this would be the case? All of these different things were valuable lessons, and now I always try to keep in mind that in our books, indeed in everything we do, we need to address the full breadth of the hobby, not just a narrow part, and that I should never doubt just how many of you feel as strongly about these things as I do.

Working on the new Apocalypse book has taught me a quite different set of lessons. This time round we knew that Apocalypse would be well received, and it would have been easy to just do a bit of a face-lift of the original. But that would hardly have done Apocalypse proud, so we quickly determined to pull out all the stops, and pack the book with as many new things as possible. This ranged from including more than half-a-dozen missions to replace the one found in the old book, to adding new rules for things like Unnatural Disasters and a leader's Finest Hour, through to an Apocalypse Warzone, with its own datasheets, scenarios and rules for battles set during the Armageddon campaign.

> **"You can see this at work in Apocalypse's core principle, which, simply put, is 'You can use all of the models in your collection without restriction.'"**

Such a huge project required not one, but two games developers, so I was joined by my friend and colleague Phil Kelly. He and I have rather different approaches to game design: I am something of a 'minimalist' designer, who likes concise rules that achieve their goals with minimal mechanics. You can see this at work in Apocalypse's core principle, which, simply put, is "You can use all of the models in your collection without restriction." There was a certain amount of resistance to this idea, and I received plenty of suggestions based around modifying the Force Organisation charts and such like, but I stuck to my guns on keeping this core rule simple and restriction free, and I think the game is better for it. Phil is what I would call an 'associative' designer, in that he is inspired by the models and the background, and loves writing rules that bring these to life on the tabletop. A great example of this is the Shokk Attack Gun table Phil invented for Codex: Orks, which is packed full of evocative results based on the background story for the weapon.

Anyway, when we started on the new edition of Apocalypse, I loved the idea of the Warzones, but was rather less keen on adding more special rules to the game in the form of things like the Finest Hours and Unnatural Disasters tables. Left to my own devices, I'm pretty sure such things would have ended up being sidelined, but Phil was keen they be an important part of the game. The very first playtests showed that Phil was right to stick to his guns on this matter – the players loved the Finest Hours, and especially enjoyed being the 'Master of Disaster' and unleashing all kinds of horrors on their fellow players. What's more, as I watched the games play out, I could see that these rules rather elegantly gave the players important decisions to make during play ('When do I use my Finest Hour?'), and gave the battles a real feeling of place and location (it's the Season of Fire on Armageddon and the sky has just caught flame!).

These lessons underlined something I've long felt about game design, which is that it works best when it's a team effort, but that you need to let the people in the team play to their strengths, and you need to keep an open mind about other peoples ideas and suggestions. And, appropriately enough, I think this is also a valuable lesson for any Apocalypse game organiser; you can, of course, organise everything yourself, but you will almost certainly get a better result if you turn to the other players and get them to help you out. At least one player in your group is bound to know the background inside and out, and can come up with a great idea for a mission, while another will be just the person to come up with the special rules that may be needed, and a third will be the person to turn to in order to paint up some extra models needed for the battle, and so on. Or to put that another way: just trust your fellow hobbyists to do the right thing, and I think you'll be pleasantly surprised by the results – just as I have been both times I've worked on the Apocalypse rulebook…

Jervis Johnson is a 30 year veteran of games development and has had a hand in the design of most of our classic games.

THE ROAD TO APOCALYPSE

Warhammer 40,000 Apocalypse has arrived, driving the White Dwarf team into a frenzy of hobby activity. Here we look at the ways Apocalypse can inspire your collection, and how the White Dwarf team have gone about it.

When the White Dwarf team got wind of the impending Apocalypse, a curious thing occurred – within minutes we had all started planning what we would 'do' to get our various armies ready for some Apocalypse gaming. While Dan pored over datasheets for that perfect 'thing' to add to his burgeoning Tau Empire collection, Glenn saw the whole exercise as an excuse to kickstart work on a whole new Imperial Guard army. Everyone had their own take on what to do first.

Something that became immediately apparent was that preparing to play Apocalypse games is simultaneously a source of considerable excitement and a prospect that offers a host of different possibilities. So, this feature is devoted to taking a look at just how the White Dwarf team went about 'Apocalypse-sizing' their favourite Warhammer 40,000 armies.

Throughout the course of the month, we've realised that there are three main ways that the White Dwarf team has got to grips with the forthcoming Apocalypse, and each is just as valid as the others. In a nutshell these are: adding a new Super-heavy unit to your collection, completing a formation (typically by adding a couple more units to your collection to make a squadron) and the good old tactic of just gathering up those things you like the most and expanding your army.

Apocalypse really allows you to go crazy with massive centrepiece models such as Baneblades and Stompas.

EXPAND YOUR ARMY

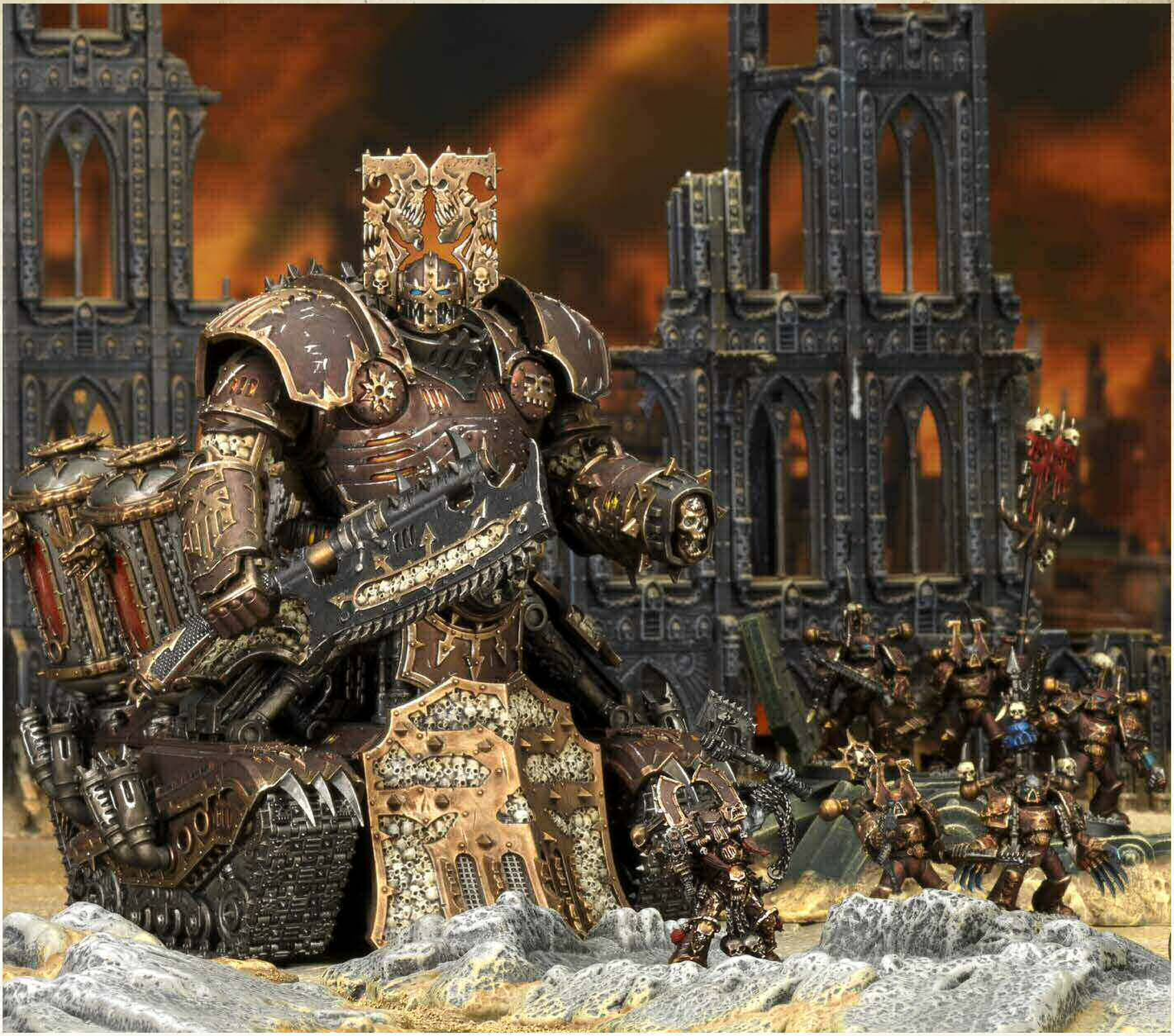
Apocalypse games are Warhammer 40,000 writ large, where the armies of the Dark Millennium deploy in full force. Armies without any restraint, these Apocalypse armies are the ideal opportunity to include units you love – from special characters to new extra tanks.

A NEW FORMATION

The Apocalypse book contains scores of Apocalypse Formations, collections of warriors, heroes and vehicles that fight together to deadly effect. If you already have some of the elements for these, it's often a simple matter to add the extra units to complete the formation – or start one from scratch.

SUPER HEAVY FUN

On the Apocalypse battlefields Super-heavy vehicles and Gargantuan Creatures rule. Between the dazzling multi-part plastic kits such as the Baneblade, Ork Stompa, Khorne Lord of Skulls and Necron Tesseract Vault and the multitude of Forge World kits, there are plenty to choose from.



THE SONS OF SLAUGHTER

Andrew Kenrick

Andrew's Chaos Space Marines army is based around a warband of Death Guard that he's expanded quite dramatically in the build up to the release of Apocalypse.

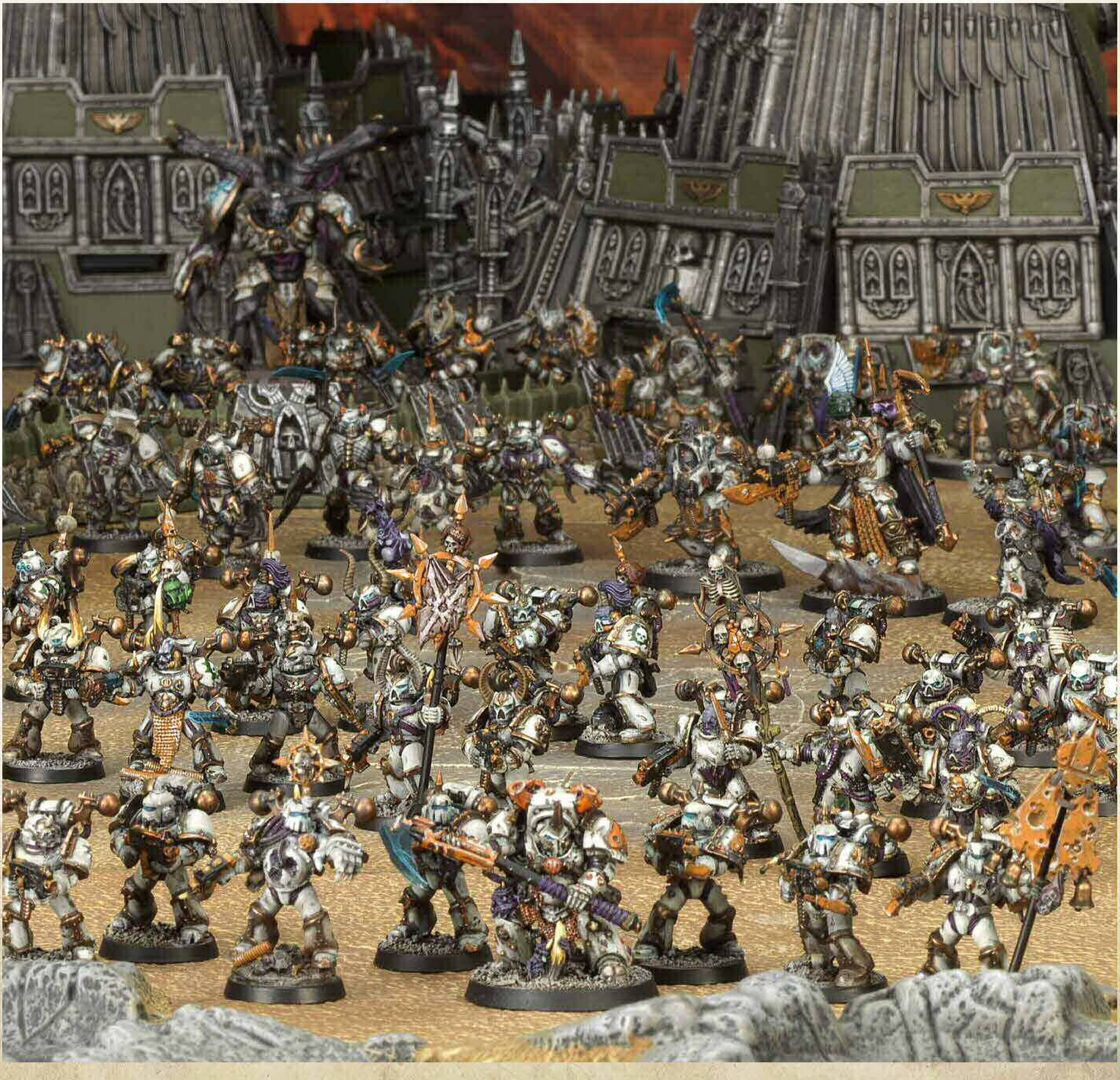
"Until now my army has been made up entirely of Death Guard, who are by their very nature Veterans of the Long War," Andrew says. "So having read through the Apocalypse book, I seized upon the Legionnaire Warband formation, an assembly of rogues who have been fighting since the Horus Heresy. By adding just a few more units to my army, I could create the formation, which seems pretty exciting, really playing up their bitter hatred with the Space Marines who remain loyal to the Emperor. A second squad of Plague Marines, some Chaos Chosen and a squad of Chaos Possessed was quite a lot to paint, but the theme really inspired me to add some more to the army. And I'm not done with my Legionnaire Warband yet either – I've got a unit of kit-bashed Havocs, an Obliterator and a squad of Chaos Bikers on my paint station next, all of which can go into the formation when they're done too."

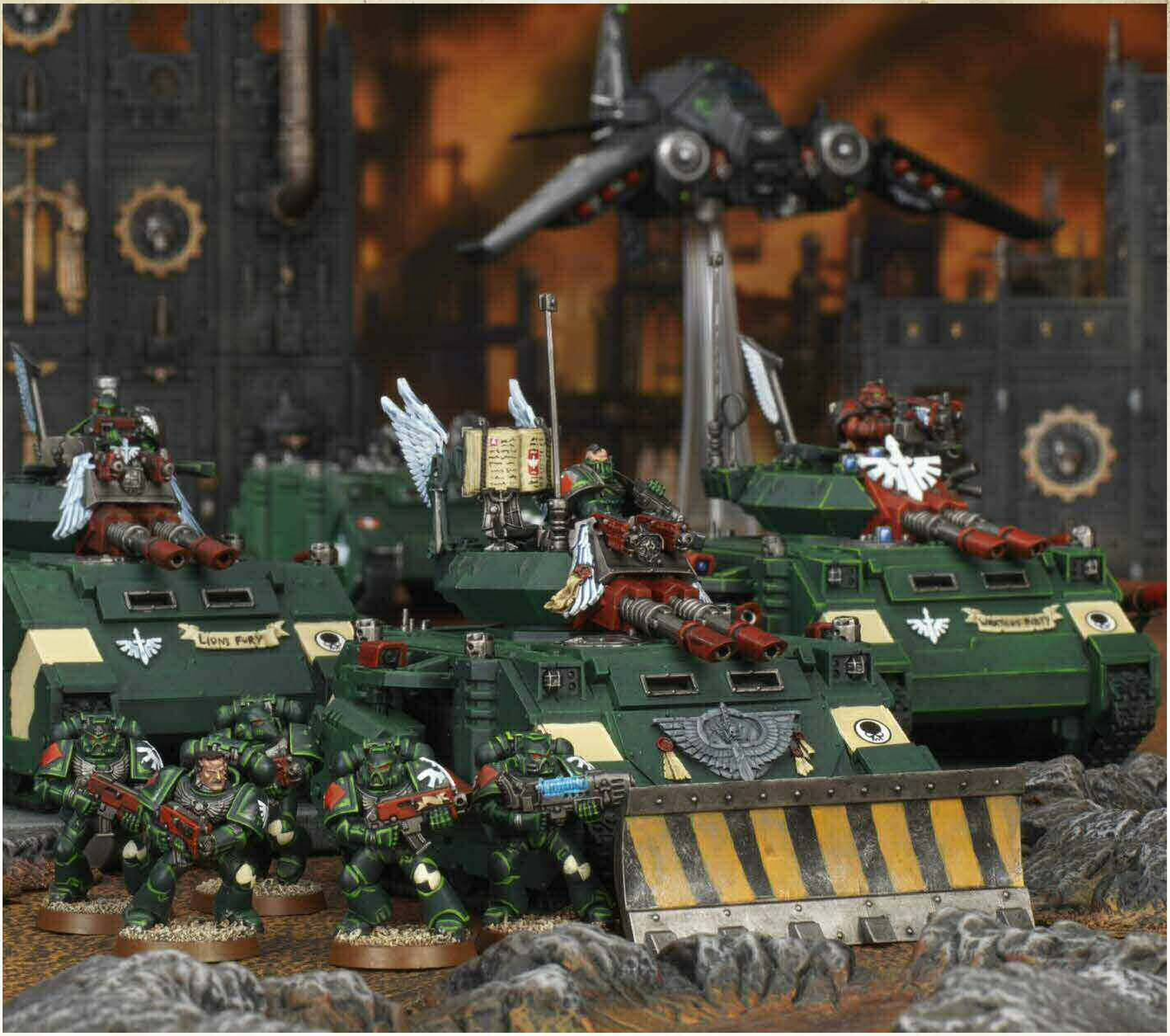
Andrew has spent happy hours making and painting Son of Slaughter, his brand new Khorne Lord of Blood.

"I also added, as you can see, a Khorne Lord of Skulls. I was so excited I couldn't leave that amazing new kit out of my collection," Andrew adds. "So the story of my army has moved forward: Malek Vos (my Warlord) and Typhus have forged a pact with the World Eaters to seal the service of a mighty Daemon Engine.

"But I couldn't leave it at just that." Andrew continues. "After all, a big red Super-heavy would stand out amidst the hordes of white-armoured Chaos Space Marines. This, combined with the awesome colour scheme I stole from Steve Bowerman in the hobby team (see page 114), inspired me to add a small contingent of World Eaters to go to battle alongside the Lord of Skulls. So far I've painted a retinue of Berzerkers and Khârn the Betrayer, and had such fun doing so that I'm going to add some more servants of Khorne to the force in the form of a unit of Bloodletters. Blood for the blood god, and all that. For me it's one of the best bits about Apocalypse; that excuse, if an excuse were needed, to revisit a favourite army and add even more stuff into it!"

As well as the Khornate models, Andrew has been hard at work collecting enough models to complete his own Legionnaire Warband Apocalypse Formation.





Adam calls his Predator squadron the Ironwing, a reference to an old piece of Dark Angels lore he found in a very old White Dwarf article. He's used all sorts of bits and pieces to convert them, including spares from the Dark Angels Accessory Frame, the Ravenwing Command Squad kit and the Forge World Space Marine Tank Crew.

THE IRONWING

Adam Troke

Adam has been whittling away at his Dark Angels army for months now, slowly adding new units every now and again. Apocalypse was the excuse he was looking for to add something quite new to his force, however:

"I've always seen myself as more of an infantry ground-and-pound kind of guy than a tread-head," Adam says, on the subject of his latest additions. "But Apocalypse is such a dangerous environment that I think my force really needed some armoured support – and the cool Predator Assassin Squadron was altogether too appealing to pass up on. Of course, I wanted to give them a distinctive Dark Angels flavour, so I used plenty of spare parts from my Dark Angels bits box and some Forge World accessories to make them look like a lavishly detailed and veteran squadron of elite battle tanks.

"I've also added five more Librarians, including Ezekiel," Adam adds, "Because the idea of a psychic choir unleashing a vortex is too cool to resist."

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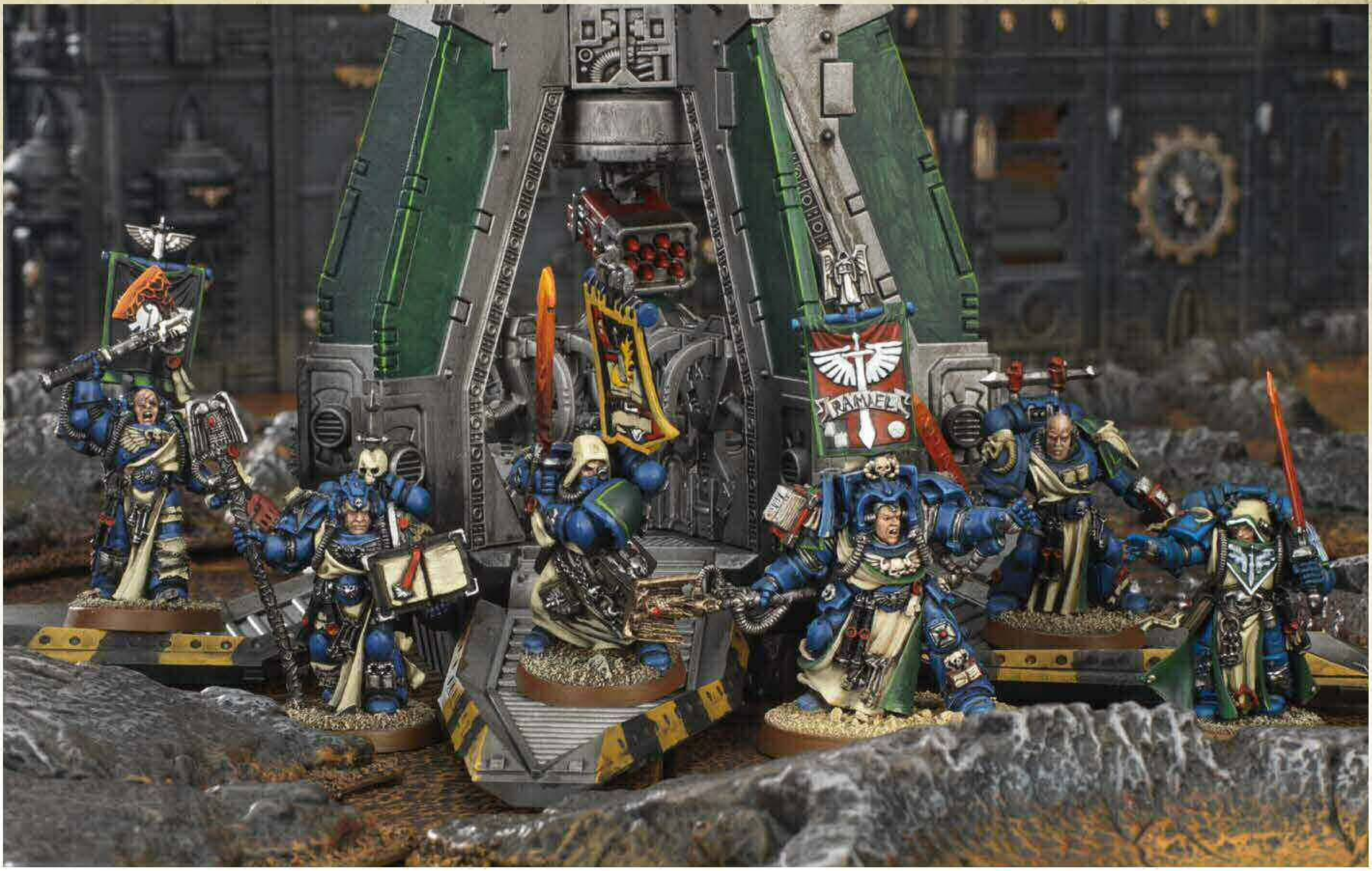

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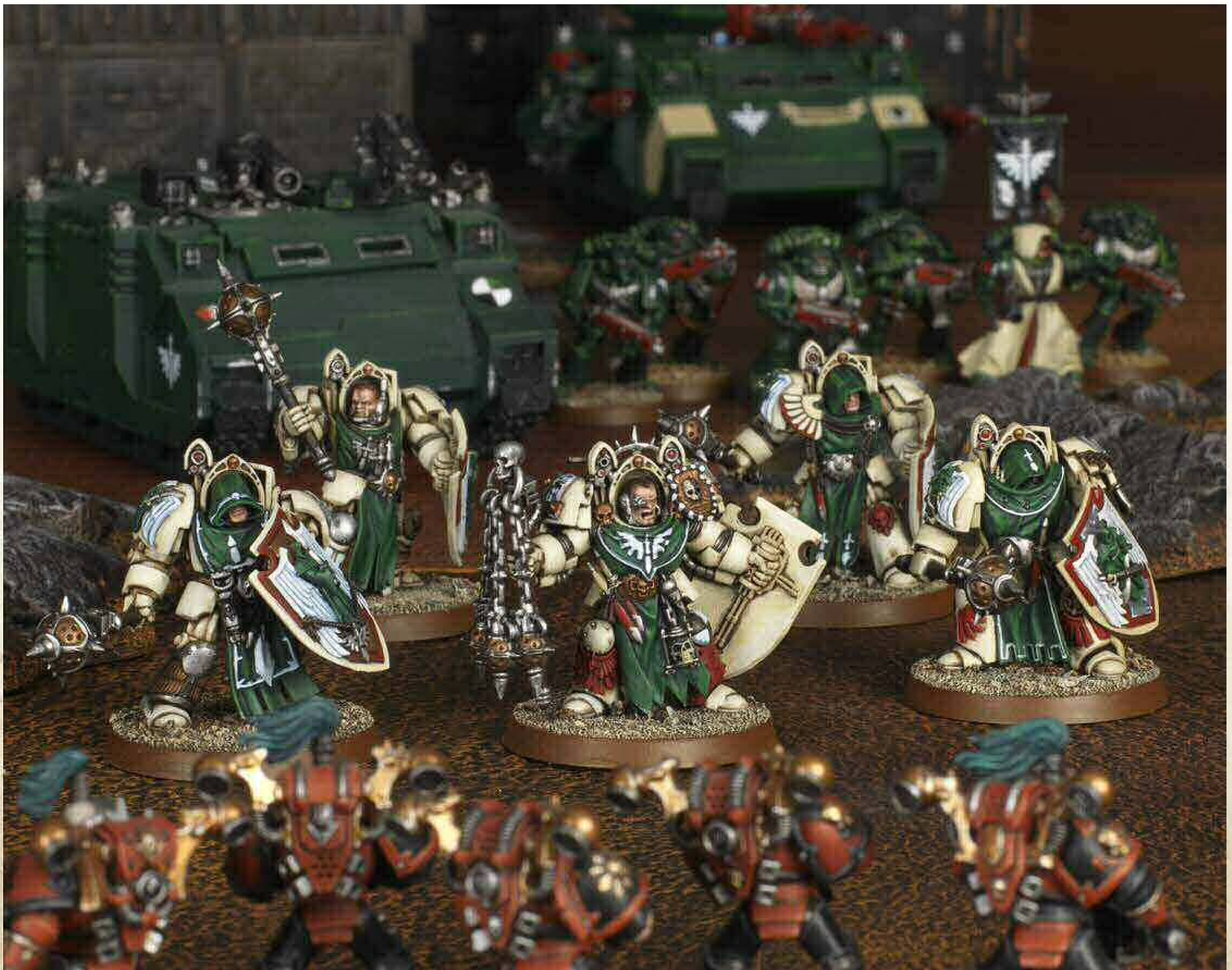


1 Inspired by the imagery of Librarians going to war en-masse, Adam has painted five new Librarians and a Drop Pod to strike right into the heart of the enemy. Since he painted them, he's been chuntering on about how much fun it would be to paint a similar group made up of Techmarines or Chaplains.

2 "I imagine Apocalypse featuring loads of legendary heroes, so I painted Azrael and a unit of Deathwing Knights," says Adam.

1

1 Matt's Black Templars are perhaps the army he is most fond of – and the Third War for Armageddon is his favourite part of the background for Warhammer 40,000. With the Apocalypse coming, he decided to give them some armoured support.

2 Matt's entire Black Templar army arrayed for war; note the Baneblade and Shadowsword, which fit the Armageddon theme perfectly as they belong to the Steel Legion.

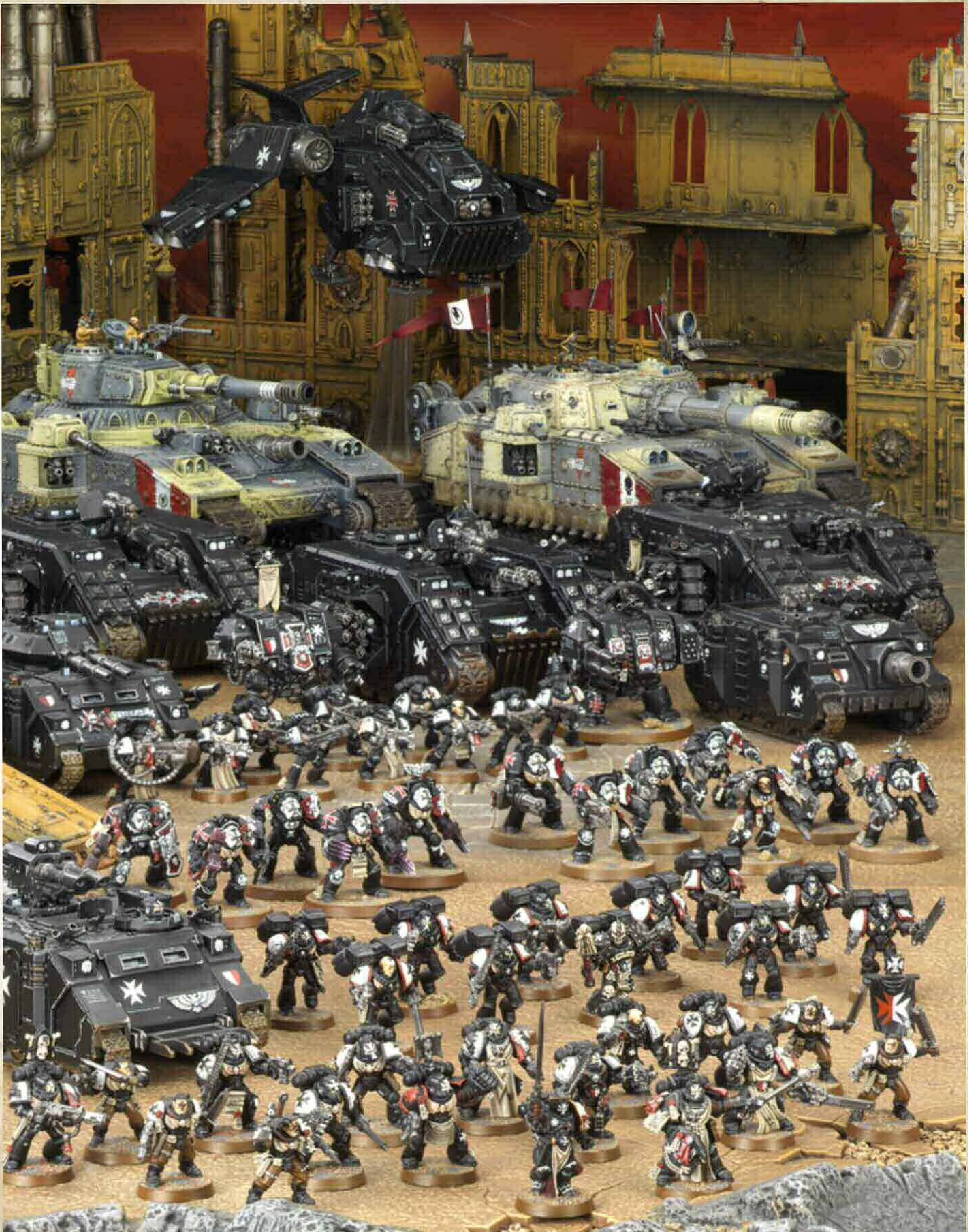
THE ARMAGEDDON CRUSADE

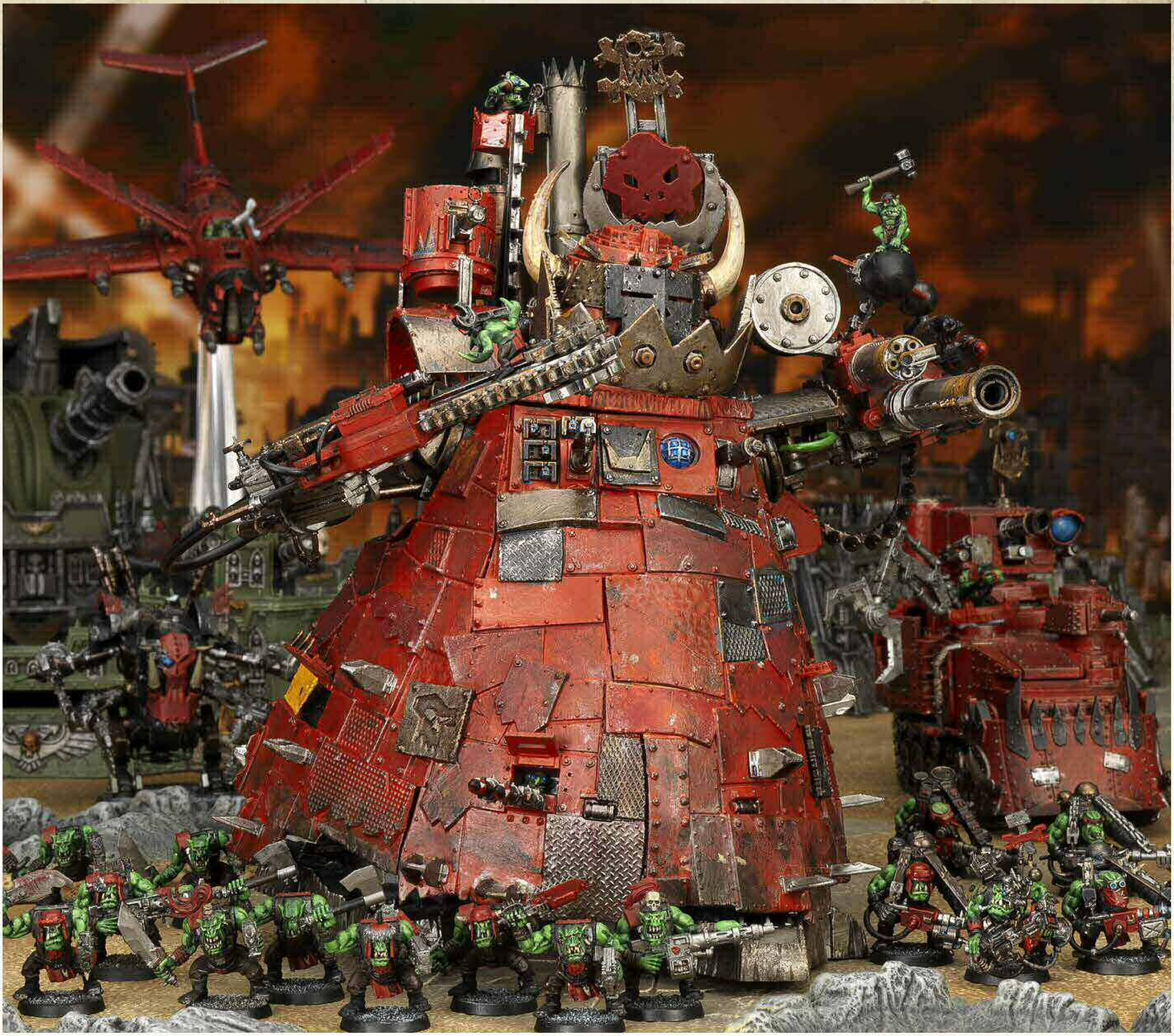
Matt Hutson

Matt started painting Black Templars Space Marines back in the third edition of Warhammer 40,000 and since then he has returned to them regularly. His favourite aspect of the background for Warhammer 40,000 has always been the battle for Armageddon between the Orks and the Imperium, and the Armageddon Warzone found in the Apocalypse book has fuelled his latest bout of Black Templars painting.

"Once I had sat down and had a good read through the Apocalypse book I was really excited to see the Armageddon Warzone material, especially the new formations for Black Templars," Matt says. "I already had two Land Raider Crusaders in my army and adding another would give me a Crusader Hailstorm Squadron. Adding just one or two new things is an easy way to get your force ready for the Apocalypse."

"My next addition was also inspired by the Armageddon theme," Matt adds. "In the past I painted a Shadowsword and some Imperial Guard squads for a small Steel Legion force. I decided it would be fun to add a Baneblade, so I did it."





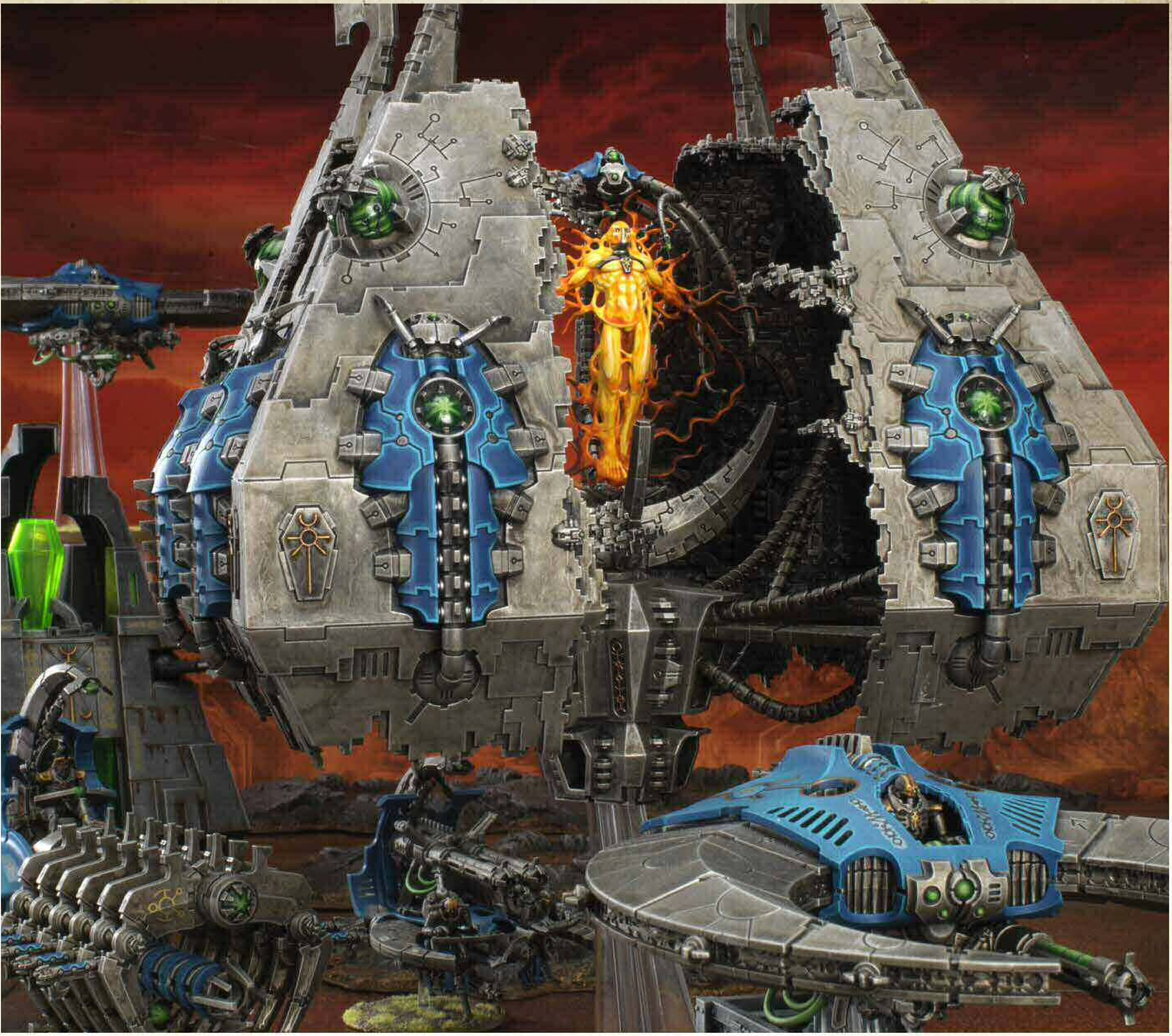
RED DEFF

Erik Niemz

Erik's Orks haven't reached the apocalyptic proportions of some of the other armies around the White Dwarf bunker just yet, but that hasn't stopped him getting in on the fun and adding an Ork Stompa.

"The Stompa is a massive Orky fortress on legs," Erik says, in response to questions on his latest addition. "I can't think of a better reason to buy something and paint it up than the fact that it's really cool. My Ork army is still quite small at the moment, but I really enjoy playing games with my Boyz, so joining in on some Apocalypse games sounds cool. Until my army is bigger, I'll just join forces with my friends to make massive army between us, and that's where Red Deff (my Stompa) will come in. When I play Apocalypse, I want to be krumping everything in my way, and having seen Matt painting a Baneblade and Andrew with his Khorne Lord of Skulls, I didn't want my Boyz to feel left out. One Stompa later and I'm ready for war. Now I've started though, I've got a taste for it – I'm eyeing up several Apocalypse Formations, especially the Karnage Skwadron."

Erik has been working on his fledgling Ork army for some time now – and the Stompa is the latest (and greatest) addition to his collection. If you ask him, it's all about painting up the stuff you think looks cool.



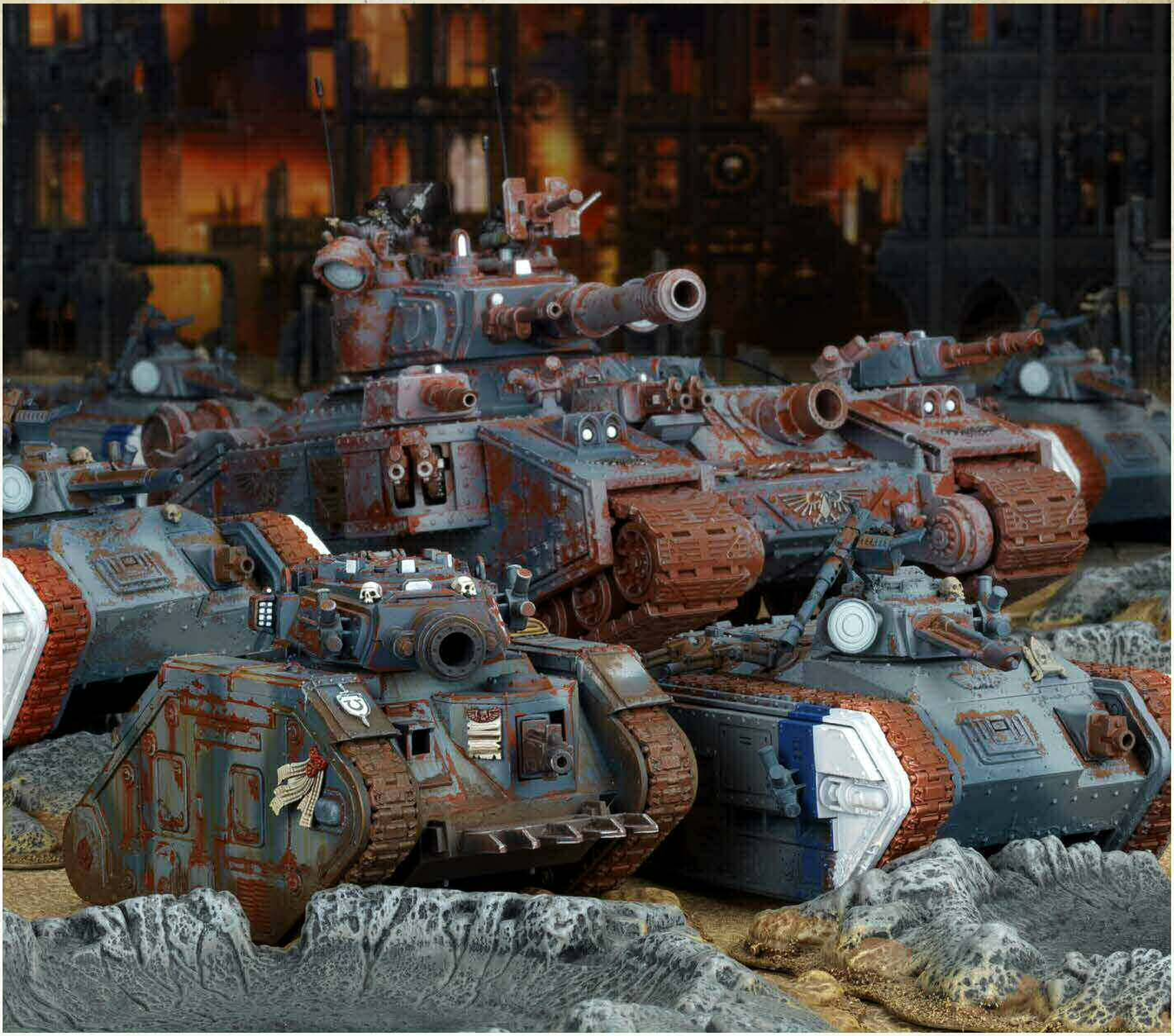
EMBERRESH THE SUNEATER

Jes Bickham

Jes' excitement at seeing the Necron Tesseract Vault was plain to see when it arrived in the White Dwarf bunker, so it's no surprise to learn that he's built and painted one to add to his Necron army in the striking colours of his own Xonthar Dynasty. As he explains, adding something big to an existing army can provide a wealth of inspiration.

"A model like this is a capstone to your collection," Jes explains. "It's a chance to add something to your army that really enriches it. From a thematic standpoint a big Super-heavy model creates the situation where you look at the whole force in a different light. I like the idea that the Overlords of the Xonthar Dynasty have convened to agree on unleashing a weapon of such incredible power – an enemy so deadly, or hated, that they're willing to put all the chips down. So Emberresh the Suneater, a captive C'tan, was born. It didn't end there either, the new model has inspired me in other ways too – Canoptek Leeches embedded in the outside of the Vault have me itching to add some Wraiths to my collection."

Eager to harness the might of the C'tan, Jes added the new Necron Tesseract Vault to his collection. His favourite feature of the model are the Canoptek Leeches and Scarabs working constantly to repair the damage caused by the trapped C'Tan.



Glenn has used the White Dwarf teams arms race as an excuse to kickstart work on a new army – a project he started some time ago, and now finds himself drawn back to with a vengeance.

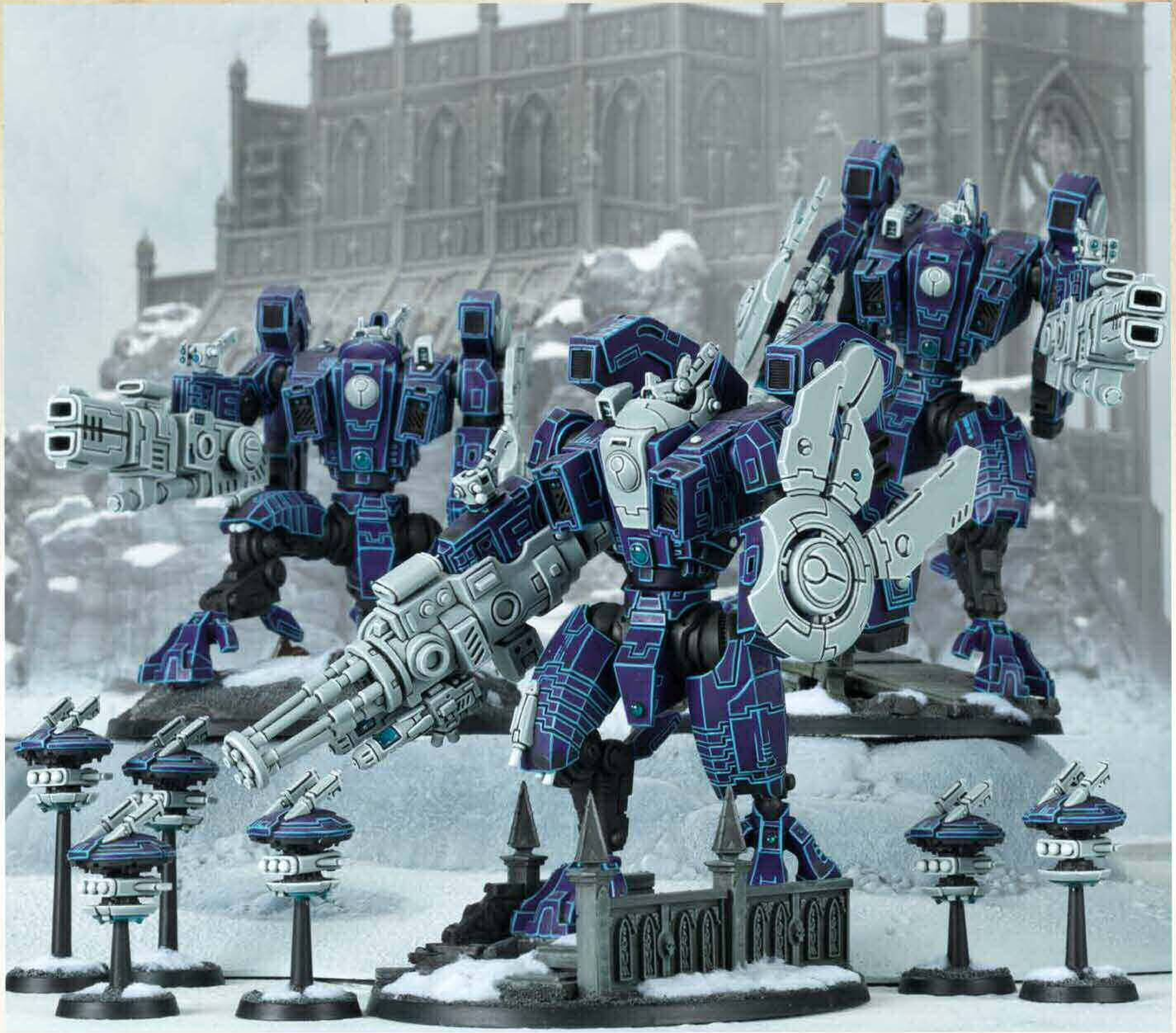
THE FISTS OF CALTH

Glenn More

The inspiration for Glenn's Apocalypse project comes from a Black Library novel:

"My favourite Black Library novel is Know No Fear, from the Horus Heresy series," says Glenn, "and I want to collect an Imperial Guard army from the ruined world of Calth, one with rebreathers for the troops and lots of tanks. The freedom that Apocalypse gives you to use your models in a different way was the excuse I needed. So I've put a lot of time into building vehicles. So far I've painted a Baneblade, several Chimeras and some Leman Russ."a

"Normally making models in that order wouldn't make a great deal of sense," Glenn explains, on the topic of his model choices. "With Apocalypse games, force organisation charts and strictures like that more or less go out of the window – so it's about including things that you think are exciting. In time, I'll be adding several Imperial Guard Infantry Platoons to my army as well, but right now what excites me is collecting, building and painting tanks. Until the infantry hordes are ready, I can always ally the tanks with my Ultramarines army."



SWIFTHAWK RIPTIDE WING

Dan Harden

Perhaps more than any other member of the White Dwarf team, playing games of Warhammer 40,000 Apocalypse is a regular fixture of Dan's hobby life.

"Every few months my closest gaming friends get together and we have a big Apocalypse game," Dan explains. "We've been doing it for years (since the first Apocalypse book came out) and it's great fun. The only rule for our games is that you have to add something new to your army each time, it can't just be the same units again. With my newly painted Tau army being quite large now, and with all the new Apocalypse Formations to choose from, I opted straight away to paint up the Riptide Wing – by adding two new Riptides to my existing one. Looking at my collection though, I could have easily done one of several different formations. I've got nearly enough Crisis Battlesuits for a Rapid Insertion Force and nearly enough Stealth Suits for an Optimised Stealth Group. That's cool, because I've got them mentally lined up as the next things to paint for my army in time for our next big Apocalypse game in a couple of months."

Dan reckons his regular gaming group won't know what hits them when he turns up for the next Apocalypse game with his completed Riptide Wing.

THE ROAD GOES EVER ON...

There are yet other ways that you can bring Apocalypse to your collection – as you see in this month's Battle Report, the fantastic range of Citadel terrain in conjunction with the Wall of Martyrs has terrific potential to bolster your army on the tabletop (there are even formations that give you an advantage for having particular groups of fortifications). Forge World's amazing range of resin models has some iconic Super-heavy war machines and Gargantuan Creatures within it, from Titans to Tyranid bio-constructs. Check out www.forgeworld.co.uk for more.

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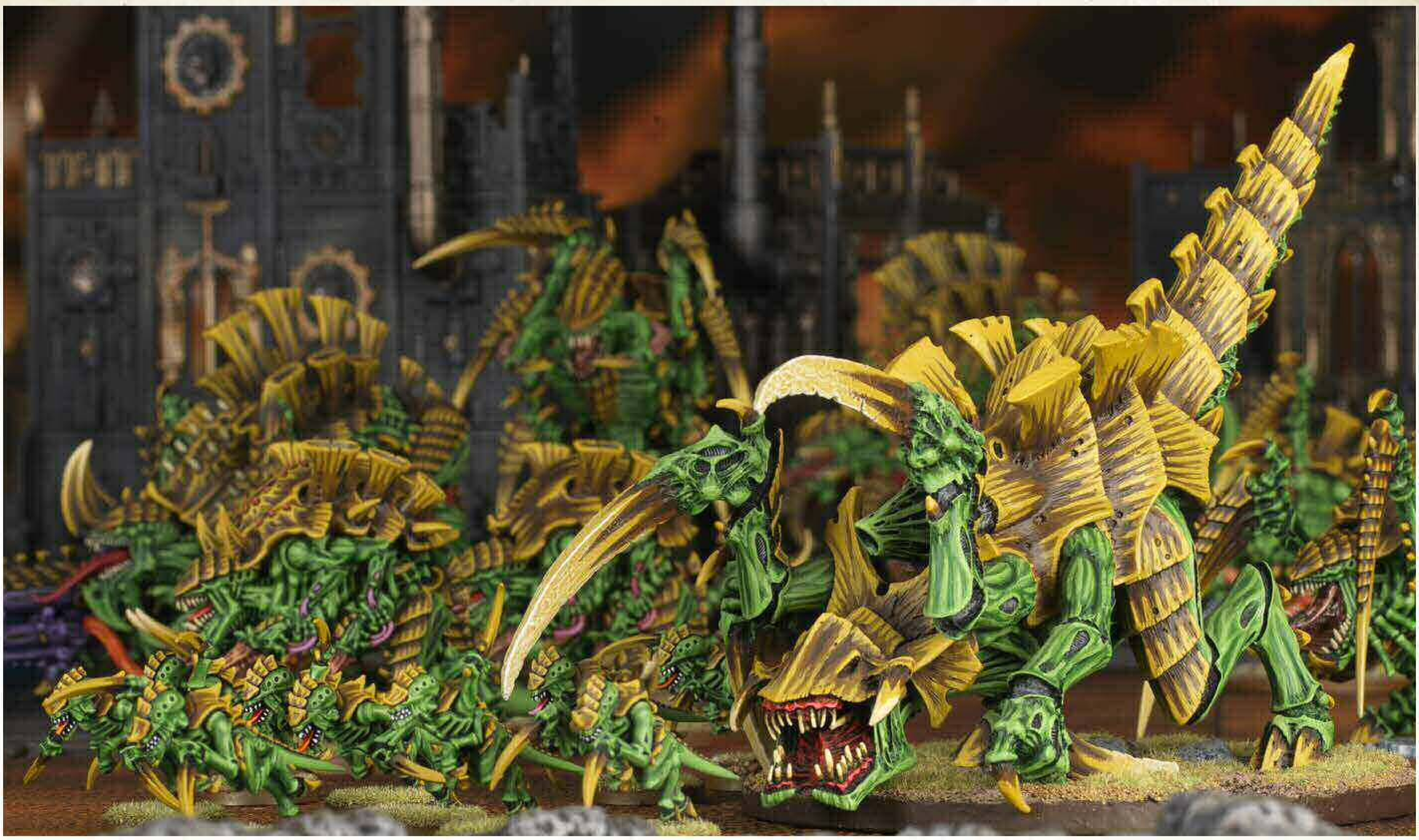

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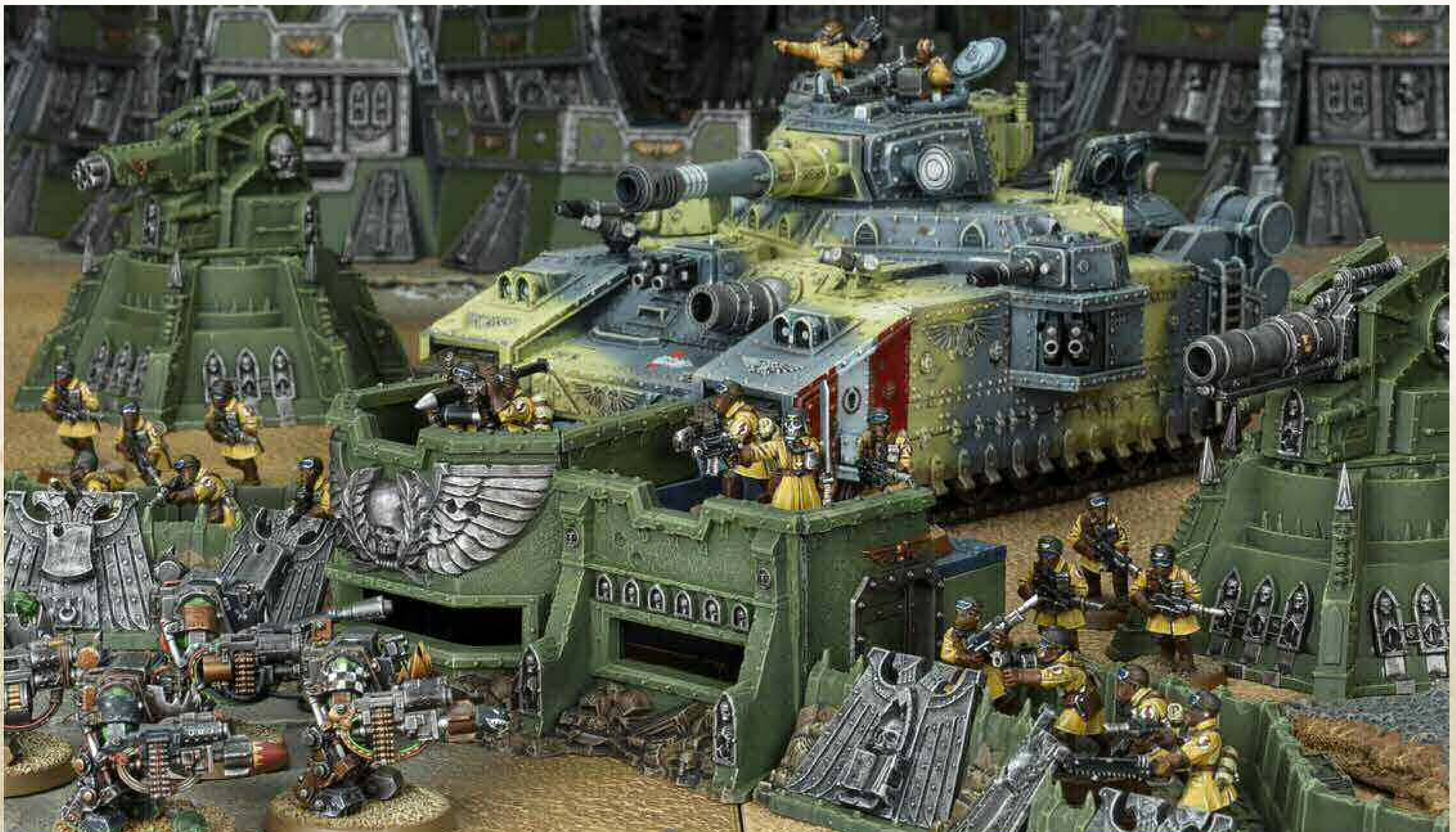


1 Jes' Tyranid army, Hive Fleet Eumenides, sports a Forge World Scythed Heirodule – a Gargantuan Creature perfect for use in games of Apocalypse.

2 Scenery such as the Wall of Martyrs defence line and the Vengeance Weapons Batteries are perfect additions for your Apocalypse games. See New Releases and the following Battle Report for more on these.

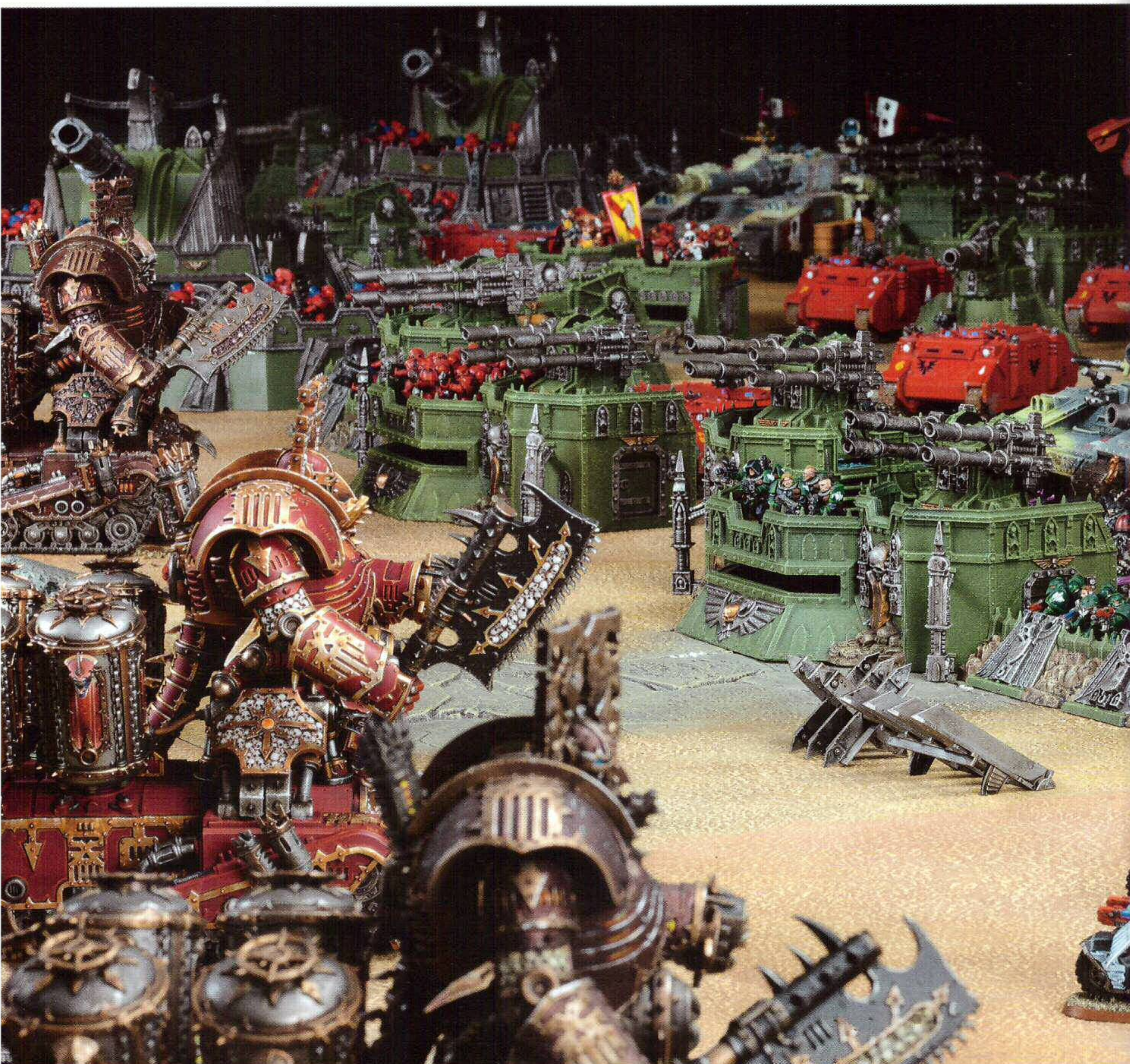
3 Forge World also sell massive Titans for use in Apocalypse, such as this Eldar Revenant Titan.

3

BATTLE REPORT

SIEGE OF THE ANGELS' REDOUBT

Locked in battle against the Legions of Chaos on the fortified world of Nymidae, the Angels of Death find themselves outnumbered and surrounded when a more ancient foe awakes. The Space Marines must hold the Wall of Martyrs in a desperate fight to the death.



Adam: For our Apocalypse battle report, we needed a fun back story to fuel the carnage. Looking at our armies, and the amazing array of terrain that Dave and his hobby acolytes had made for us, we decided to take the classic match-up of Space Marines versus Chaos Space Marines and give it a subtle twist...

The Dark Angels recruitment world of Nymidae is under attack. Beneath the surface, Necrons are awakening – eager to reclaim it as part of their ancient empire. Even as their legions gather, agents of the Necron Xonthar dynasty have brokered an alliance with a Chaos Space Marine invasion force – a dastardly ploy to divide and conquer. Once the Dark Angels are eradicated, the Chaos Space Marines may claim the Fortress of Redemption and the secrets within it, and the tomb world will belong once again to the Necrons.

The evil alliance, however, has reckoned without the sons of Baal, who have rushed to the aid of the Dark Angels. Within the mighty walls of the Angels' Redoubt, they will make their stand against the foe.

The Dark Angels and Blood Angels stand shoulder to shoulder in an epic battle to the death against the Necrons and their Chaos Space Marine allies.

DESCENT OF ANGELS

Matt's perseverance painting Space Marines over the years means that he has four Space Marine armies big enough to join in the Apocalypse game. For this bout, he's chosen to unleash the noble Blood Angels.

I'm in a good position for a game of Warhammer 40,000 Apocalypse because I already have a Blood Angels Battle Company which I have collected over the years. The data sheet in the new Apocalypse book now lists three Dreadnoughts in the formation so I've painted them too. This assembly of 100 Space Marines, led by Captain Erasmus Tycho, will be the main element of my army. It's capable to doing a little bit of everything, with Devastator squads to take on heavy targets and Assault Marines for the counter-attack. Having a whole Battle Company gives you some major advantages, such as a bonus Orbital Strike Strategic Asset and the Comrades-in-Arms rule, which enables all squads in the Battle Company to fire overwatch for nearby allies when they are assaulted.

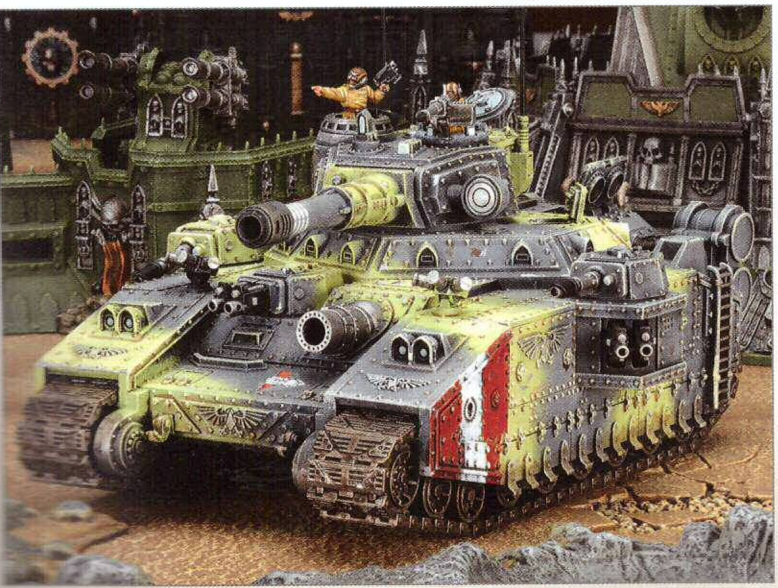
Over the years I've added other things to the force too, so I also have a Stormraven Gunship and Mephiston to call upon. Mephiston is my favourite Blood Angels character so I am keen to use him in a game of this size.

I'm also planning on using my Steel Legion Super-heavy tanks. My Warhammer 40,000 collection has a strong Armageddon theme to it, with Black Templars, Blood Angels and Steel Legion (all of whom participated in the Third Armageddon War) within it. I've painted a new Baneblade, and alongside my Shadowsword it will give my Space Marines a real advantage against the Chaos Space Marines and Necrons. The Baneblade will make a real mess of infantry, while the Shadowsword will be able to support our macro-cannons in taking down enemy Super-heavy vehicles.

Speaking of the macro-cannons, that's another part of our 'army' I should mention. Dave Andrews, the designer of the Wall of Martyrs scenery, offered to paint some of the new terrain pieces up especially for our battle report. We couldn't refuse an offer like that – but in our wildest dreams we had no idea how much he and his gang of helpers could do in just a couple of days. He's bolstered our forces with no less than four Aquila Strongpoints (we'll be using three macro-cannons and a vortex missile battery), four Firestorm Redoubts and eight Vengeance Weapon Batteries, along with yards of Imperial Defence Lines, bunkers and even a Fortress of Redemption. It's inside this maze of armoured walls that we'll be deploying our army. Since my Battle Company has to be deployed within 36" of a specified point, I can't split the bulk of my army up too much. This means Adam and I are best off taking one half of the defences each – my Blood Angels will take the right side of the fortess and his sons of the Lion will take the left. My Stormraven (and Mephiston) will hold back in reserve and my Baneblade and Shadowsword will deploy inside the walls, where they can add some serious supporting fire.

In addition to my free Orbital Strike for taking a Battle Company, I am also taking the Trophy Kill Strategic Asset, which rewards us with three extra victory points if we can kill the enemy Warmaster. We're pretty sure that Typhus will be not only Andrew's Warlord but also the Warmaster of the opposite team, so we'll go hell for leather to do just that, with either Mephiston, my Orbital Strike or anything else for that matter.

Matt painted up this Baneblade, named Dominator, especially for this Apocalypse battle report. It's painted in a similar colour scheme to his Shadowsword, Iron Saint. Will it be able to silence the combined Necron and Chaos threat?



THE ANGELS OF VENGEANCE

While Adam might have been distracted by another hobby project or two over the past few months, he hasn't given up work on his beloved Dark Angels, and now they are bigger than ever.

Adam plans to use his Predator Assassin Squadron's killshot ability to hunt down and destroy the enemy's most powerful vehicles.

I will confess that my favourite part of collecting miniatures is probably what I call the 'arms race'. It's when you know there is a big game or event coming up, and you try and paint as much new stuff for your army as possible. So, with the Battle Report looming on the horizon, I went into painting overdrive and decided to see just how many new models I could add to my force; as it happened, a squadron of Predator tanks, a squad of Deathwing Knights, five Librarians (with a Drop Pod) and Azrael, Grand Master of the Dark Angels was about the limit. That might all sound a bit like 'work', but let me assure you it was a hoot. Why? Well, because now I've got that smug feeling that only comes from being able to plonk an army onto the battlefield that is bigger and better than ever. I'm really excited to play this game.

Matt's Blood Angels will be providing some serious numbers for our force (he's got a whole Battle Company), and also one of the galaxy's mightiest heroes in the form of Mephiston. I'm bringing bikers, Terminators and some Apocalypse formations of my own though.

Knowing what is arrayed against us in the form of Warhound Titans, Khorne Lords of Skulls and Necron Tesseract Vaults I think my Dark Angels will try and deploy in as pragmatic a fashion as I can manage. I'll be keeping my Tactical squads hunkered down in cover, preferably inside the bunkers and strong points until the Necrons and Chaos Space Marines are close enough to engage. This might not seem brave, but with all the Super-heavy firepower that will be raining in on them in the first turn, any other course of action would probably see them shot to bits.

The first nasty surprise that my army has is a Psychic Choir; my Librarius. Led by the mighty Ezekiel and consisting of five additional psykers, these brave souls will arrive in the heart of the enemy army via Drop Pod – whereupon they will unleash a Force Vortex. Woe betide anyone who is caught in that! The Space Marine Librarians are a gorgeous selection of models, and I'm really excited to see how their ability pays off in the game.

The other really nasty trick I have up my sleeve is my shiny new Predator Assassin Squadron. Three new Predator Annihilators should be a match for most armoured targets (their killshot rule makes their firepower even more dangerous than usual, making them fire as a D-weapon if all their lascannons hit). At the start of the game I have to nominate a chosen target and they do a lot better against that (all weapons are twin-linked), but as long as I choose the right formation for the right targets, they will be deadly. I'm fairly sure that Andrew and Jes will make them a priority target (they're deadly, but not as heavily armoured as our bunkers) so their life expectancy isn't great – But I intend to cause trouble while they last.

I've been hmming and hawing on whether my Ravenwing should deploy on the battlefield or enter from reserve for days now. I don't need them to bring in the Deathwing as I usually do, since they should be able to lock onto the Drop Pod's homing beacon. So I think I'll be entering from reserve and hoping to cause a lot of collateral damage with all those twin-linked guns.

XONTHAR RESURGENT

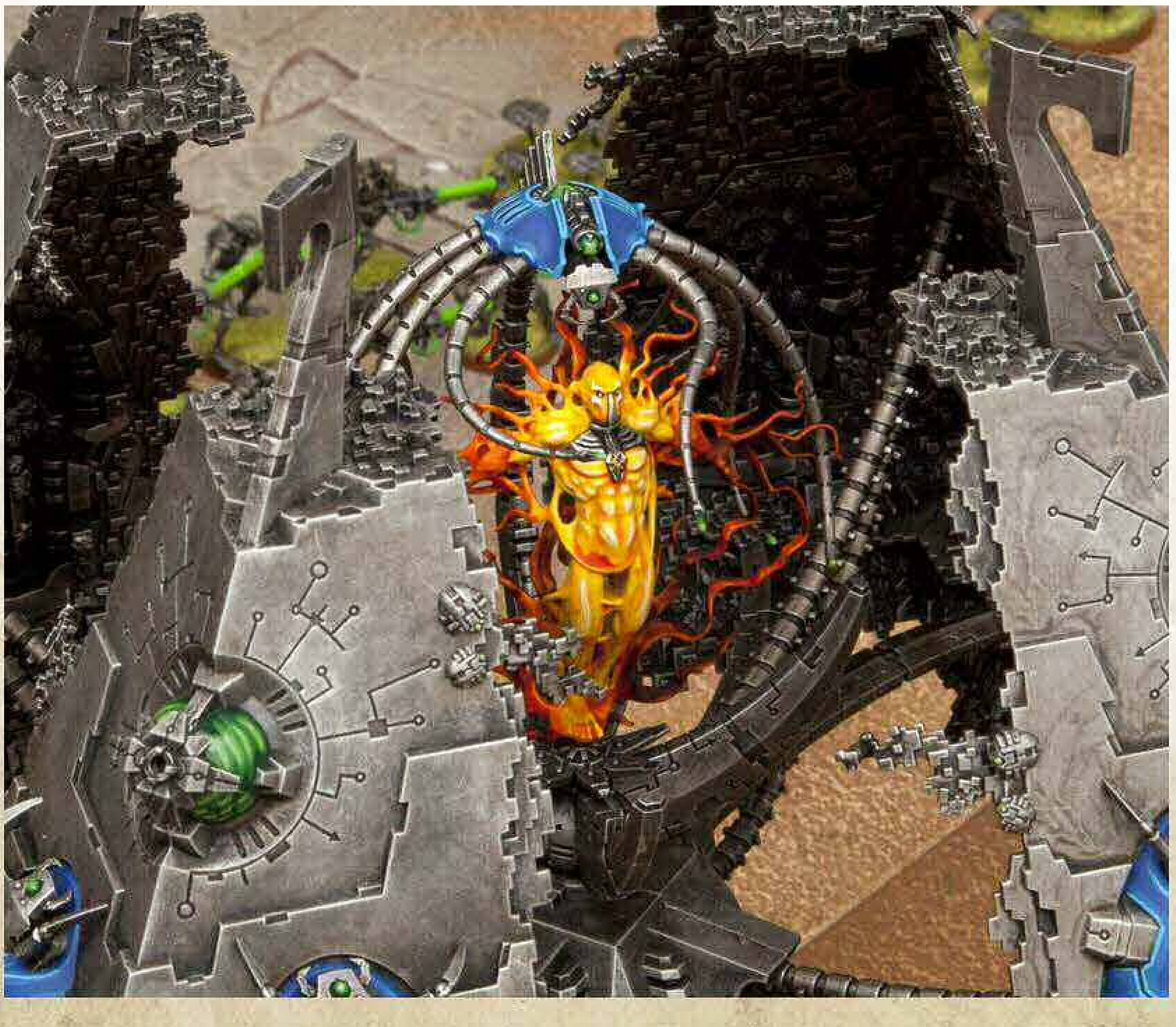
Jes but one thing on his mind: revenge, after his poor showing in the Battle Report last month. Hopefully his Necrons can reverse their failing fortunes...

The C'tan at the centre of the Tesseract Vault is possessed of insanely destructive abilities – two of them should hopefully give the the Blood Angels and Dark Angels pause for thought.

After Nemesor Drakvir's humiliating defeat at the hands of the children of Asuryan in the last issue of White Dwarf, my Necrons of the Xonthar Dynasty have got a lot of face to save – and Apocalypse may be their chance at redemption! (Let's face it, they can't do much worse than they have so far…)

So it is that Drakvir has hitched his undying legions to the filth-ridden wagon of Typhus, which is hurtling inexorably towards a bloody showdown with the Dark Angels. Beneath the grim redoubt of the Sons of the Lion lurk ranks of metal warriors as yet unwoken, and Drakvir aims to add their silent, relentless murderlust to his own forces. He just needs to help Typhus annihilate the Dark Angels and their Blood Angels allies to get to them.

Thankfully, it's been simplicity itself to get my Necron collection Apocalypse-ready. While there's a great selection of entertaining Necron-specific formations in the Apocalypse book, what I really wanted to do was paint up the massive new Tesseract Vault kit, which in one fell swoop adds a terrific centrepiece to my army and also allows me to compete on the epic battlefields of Apocalypse. After a little badgering, bartering and making the odd small promise concerning my immortal soul, I was able to procure one of these otherwordly prisons for the Necron star gods and set to work building and painting it for the battle report. (You can see how I did it in Paint Splatter over on page 116).



Even though my Tesseract Vault was relatively quick to finish, time is always at a premium in the White Dwarf bunker and I needed a bit more than my own hobby skills could provide, so I borrowed the Studio's Tesseract Vault and the Obelisk for good measure. I'm giving both of the Vaults the Seismic Assault Ascendant Power (you've got to give them two out of a list of six, and all of them are truly nasty), which unleashes a massive 6D6 S8 AP3 shots per turn. I'm hoping nothing will be able to stand in the way of that little lot. The Obelisk, meanwhile, will be used to soak up some enemy fire and will be instrumental in tackling any flyers Matt and Adam bring along; its Gravity Pulse ability automatically hits enemy flyers in both shooting phases. Ouch! Finally, I chose the Entropic Plague Strategic Asset, which, on the turn I use it, strips every model within 3D6" of my Warlord of its armour save. Very nice indeed.

The rest of my army is simply composed of the entirety of my collection (most of which you'll have seen last issue). In a perfect world I'd also have another three Canoptek Wraiths painted but time, alas, was too short. We'll see how I do with the three I've got. Regardless of this, it should be a terrific battle!

Postscript: Alas! The Star Gods must be displeased. I write this addendum the week after the Battle Report was fought. It seems that allying with a scion of Nurgle was a foolish idea, as the day before we were due to fight the Battle Report I fell victim to the 'flu and spent the next week deep in delirious fever; curses! So it was that, come the actual event, Dan had to step into my shoes and command the Necrons as well as taking on the role of game organiser. So, alas, I don't actually take physical part in the game from here on… but rest assured I'll add my thoughts at the end.

THE HERALDS OF THE PLAGUE

Whenever there's a cold going round the office, Andrew is often saddled with the blame. And all because he likes all things Nurgles, boils and all.

Not only is Typhus Andrew's Warlord, but also the Warmaster of the bad guys' force. He plans on marching to battle amidst a large unit of Plague Zombies, offering protection against small-arms fire… if not larger weapons.

I've been so caught up painting Beastmen of late, that my Death Guard have been languishing on the shelf in the hobby room for the past few months. But with all the excitement in the office about who was going to add what to their army, I couldn't help but join in, as you'll no doubt have read earlier in the issue.

Although I've played many a game with my servants of Nurgle, I've never used them all at once. This is partly because I've got quite a lot of them nowadays (more than I'd realised, when I totted the totals up), but also because I've got half a dozen Elites and four HQ choices – more than you can normally squeeze into a single game. One of the joys of an Apocalypse game is being able to use your collection in its entirety, force organisation chart be damned, so that's exactly what I set out to do: to field it all in one glorious army.

With a quick glance through the datasheets in Apocalypse, one immediately stood out: the Legionnaire Warband. The core of my army are all Death Guard Space Marines with the Mark of Nurgle anyway, so with the addition of a second squad of Plague Marines and a squad of Chaos Chosen (both finished late the night before the game, in time-honoured big battle tradition), I could field most of my force as part of this formation. This will make most of my units have Hatred and be Fearless, so long as they're within 12" of a Space Marine. They're led by Typhus, who plans on calling his Finest Hour as soon as possible to allow all my Death Guard to gain Feel No Pain and Fearless, helping the whole army get in amongst the Space Marine lines relatively unharmed.

The other formation that grabbed my attention was the Heldrake Fear Squadron, particularly devastating for its pre-game move (and, hence, pre-game Vector Strike) as well as its 'always-on' Daemonforge. Now, I only have a single Heldrake, but within the White Dwarf bunker we have two more: one belonging to Jes and one to Kris, both of whom were eager to see them fielded together. Their job is pretty simple: scour the trenchlines of any Space Marine resistance ahead of my advance.

I also included a pair of Helbrutes, who'll accompany the main advance, as well as a unit of Cultists and a horde of Plague Zombies to generally get in the way. I've also borrowed some of Jes' Black Legion army too, mostly in the form of Daemon Engines and more Helbrutes to add some anti-tank firepower to the force.

I've also got a couple more Lords of Skulls to add to my own, and these are going to spearhead the attack on the fortress – their D-weapons should make a mockery of any armour in melee – kill lots of Space Marines and generally scare the pants off of Matt and Adam.

Finally, with only a small amount of bartering, I secured the services of a pair of Chaos Warhound Titans from the Studio. I don't know about you, but the sight of a Titan striding about the place, unleashing volleys of horrific firepower from oversized weaponry always stirs my heart. In past Apocalypse games I've had these gigantic war machines deployed against me, so it'll be a novelty to be able to play with not one but two myself! Commence the attack!

THE ANGELS OF DEATH

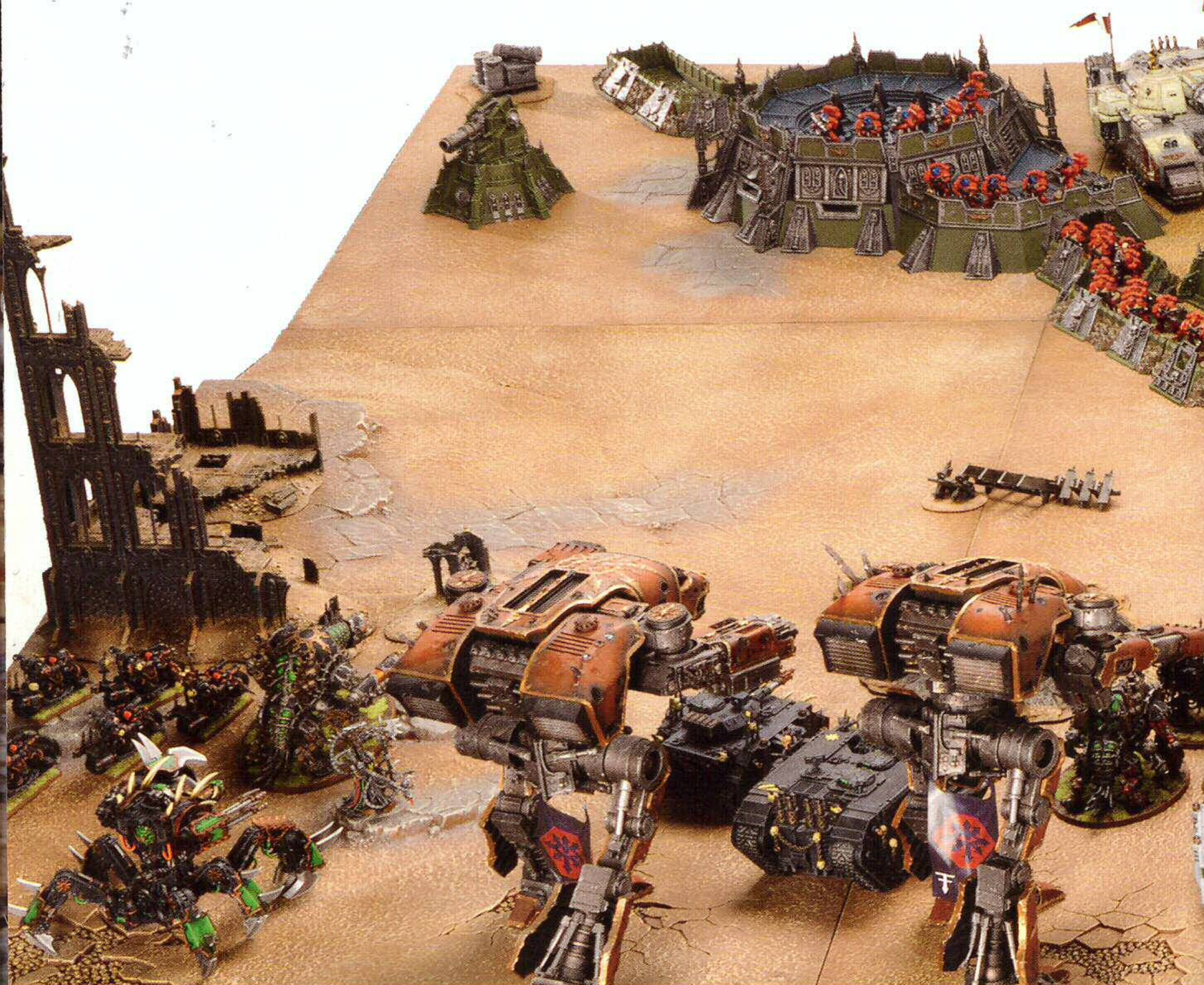
Against the vilest traitors and aliens in the galaxy the Dark Angels and Blood Angels have both stood resolute and unflinching in defence of Mankind. On a world wracked by the awakening Necrons, and facing the millennia-long enmity of the Traitor Legions, brother shall stand beside brother in a battle to the death.

1

DEPLOYMENT

In which the Legions of Despair lay siege to the Angels' Redoubt.

Adam: Dan was our game organiser, and he set up a battlefield around the Angels' Redoubt, built using the terrain Dave Andrews and friends had painted especially for our game (see page 151). The mission Dan constructed was simple: the team with the most victory points would win. A single victory point would be given for control of each of the Aquila Strongpoints and the Fortress of Redemption. Destroying those buildings, or any Super-heavy vehicle, would yield another victory point each. Finally, to represent them rushing to relieve the defenders in the fortress, Imperial reinforcements entering from reserve could enter from either short board edge. The Space Marines would deploy first, then the Chaos Space Marines and Necrons, who would take the first turn. Matt and I deployed in the Imperial Defence Network or on the battlements of our fortifications. Matt took one flank with his Battle Company, and my Dark Angels held the other. Dan and Andrew deployed their forces across their deployment zone, with the Chaos Space Marines facing the Blood Angels and the Necrons facing off against the flank held by my Dark Angels. Titans and Tesseract Vaults held the flanks while the Khorne Lords of Skulls dominated the centre.



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1 The bad guys held back several Necron and Chaos units. This would give the main army the chance to silence the Firestorm Redoubts and macro-cannons, to give the reserves a chance to get into the fight.

2 The Librarius and Chaplain will deploy in a Drop Pod on Turn 1, along with the Blood Angels' Stormraven, while the Deathwing will Deep Strike on Turn 2, at the same time the Predator Assassin Squadron enters play.

3 Adam kept all of his Ravenwing in reserve.

THE LEGIONS OF DESPAIR

A terrible pact is made and an unholy alliance marches to war. The very earth trembles at its approach and the skies turn the near-black of spilt blood as the prospect of overwhelming slaughter grows near; the scions of Chaos and the undying hordes advance as one, their fell purpose to rid the galaxy of the Angels of Death once and for all.

TURN 1

In which mass destruction is unleashed on both sides as the Apocalypse begins.

Andrew: Before the game could begin, Nurgle blessed us with his bountiful plague, striking Jes down with the flu! An inauspicious sign, I'll wager, but for who? Luckily Dan was on hand to take his place and attempt to cast down the fortress. Taking the eruption of plague in the office as a portent, my Warlord, Typhus, called on his Finest Hour right on Turn 1. This gave all my Death Guard Feel No Pain and Fearless – two helping hands that I suspected I'd be needing when Matt and Adam got round to firing back at me.

One of the great things about Apocalypse is just how mindlessly destructive it can be, and Turn 1 proved that point more than adequately. My Heldrake Fear Squadron got to make a free move before the game started, swooping low over the Death Company and destroying Matt's freshly painted Dreadnought. As the game began, they then wheeled, torching Matt's Assault Marines too and then flying off the board.

We were wary, no, terrified of the Imperial fortifications and there was precious little we had in our army that could touch them, Lords of Skulls aside. So we sent all three of them straight at the fortress and, sure enough, their massive great cleavers of Khorne chewed up an Aquila Strongpoint and two Firestorm Redoubts. As they rumbled forwards, their mighty armaments caused cries of disbelief from Adam and Matt as the skullhurler killed Tactical Marines by the handful.

While I concentrated my firepower at Matt, Dan turned his attention to deal with Adam. The Necrons unleashed a withering amount of shots at the Dark Angels. The Tesseract Vaults both fired their Sky of Falling Stars, literally dropping meteors on the Dark Angels in the trenchlines (and the nearby Assault Marines when some of them scattered). After all that violence, I could see Adam and Matt spoiling to enact their revenge.

1

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1 The Heldrake Fear Squadron swoops over the Blood Angels lines, killing Death Company, Assault Marines and a Death Company Dreadnought before zooming off the edge of the battlefield.

2 Two of the Lords of Skulls head straight for the Firestorm Redoubts guarding the gates of the fortress.

3 The Tesseract Vaults spearhead the Necron attack against Adam's Dark Angels.

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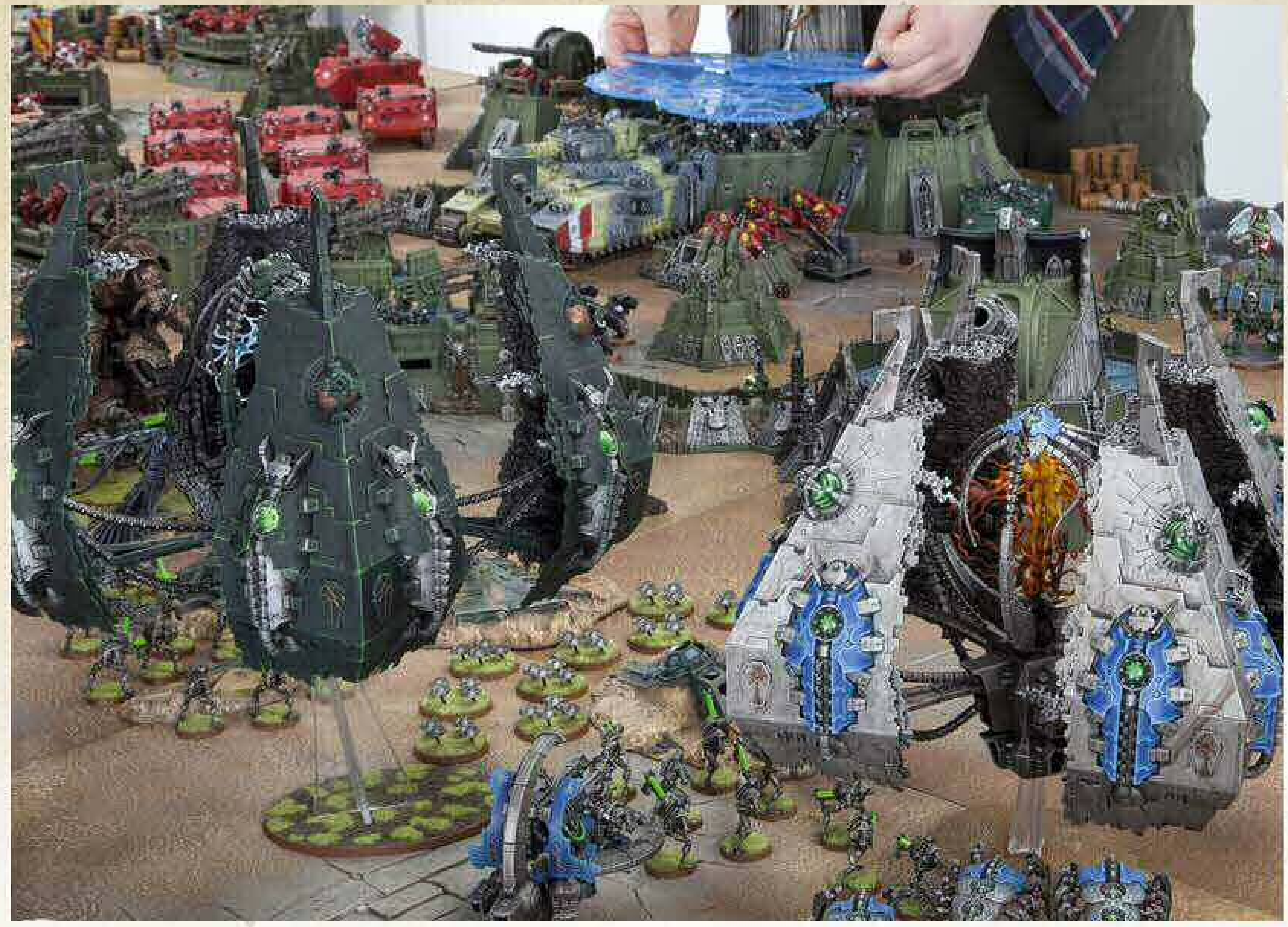

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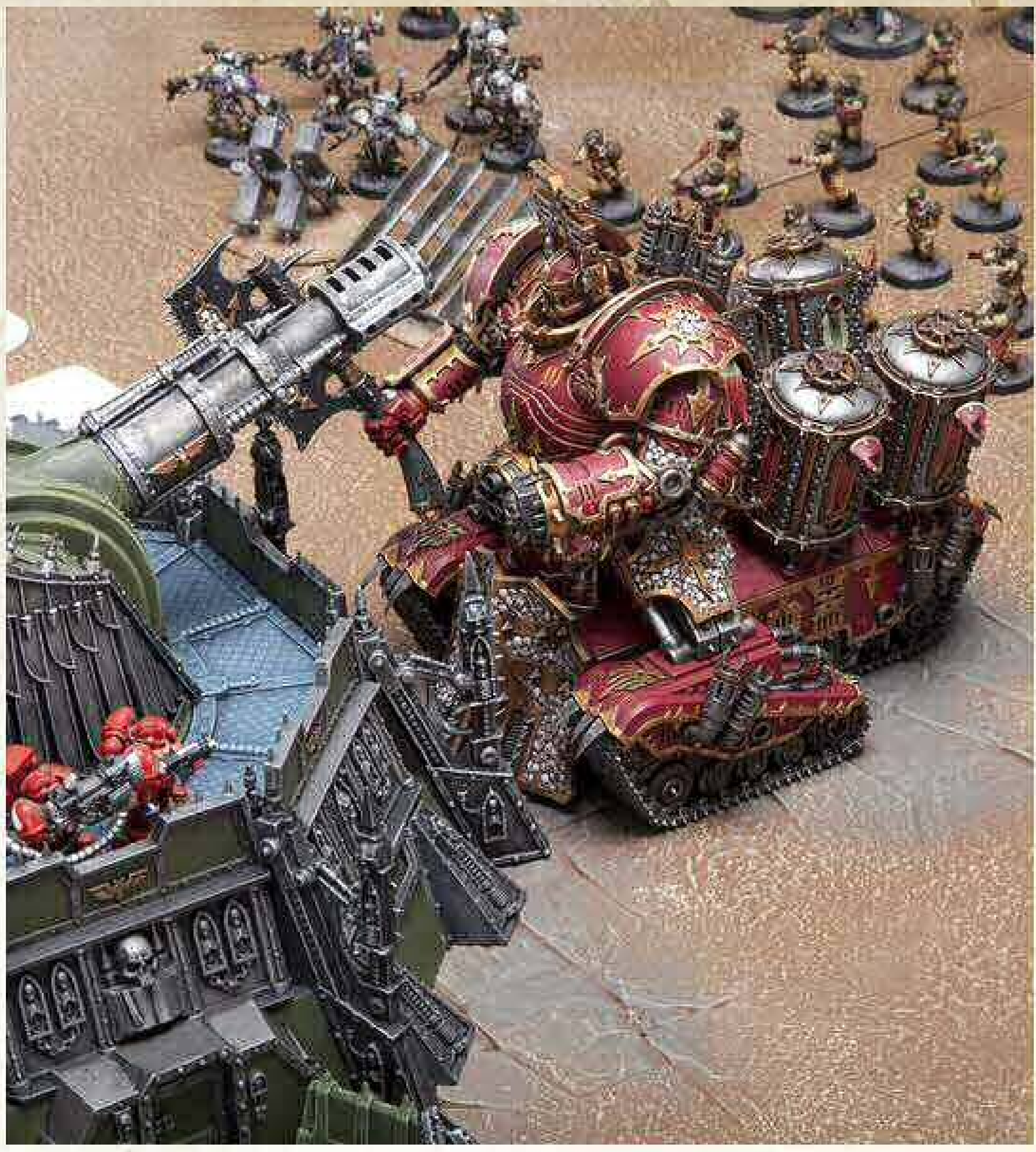

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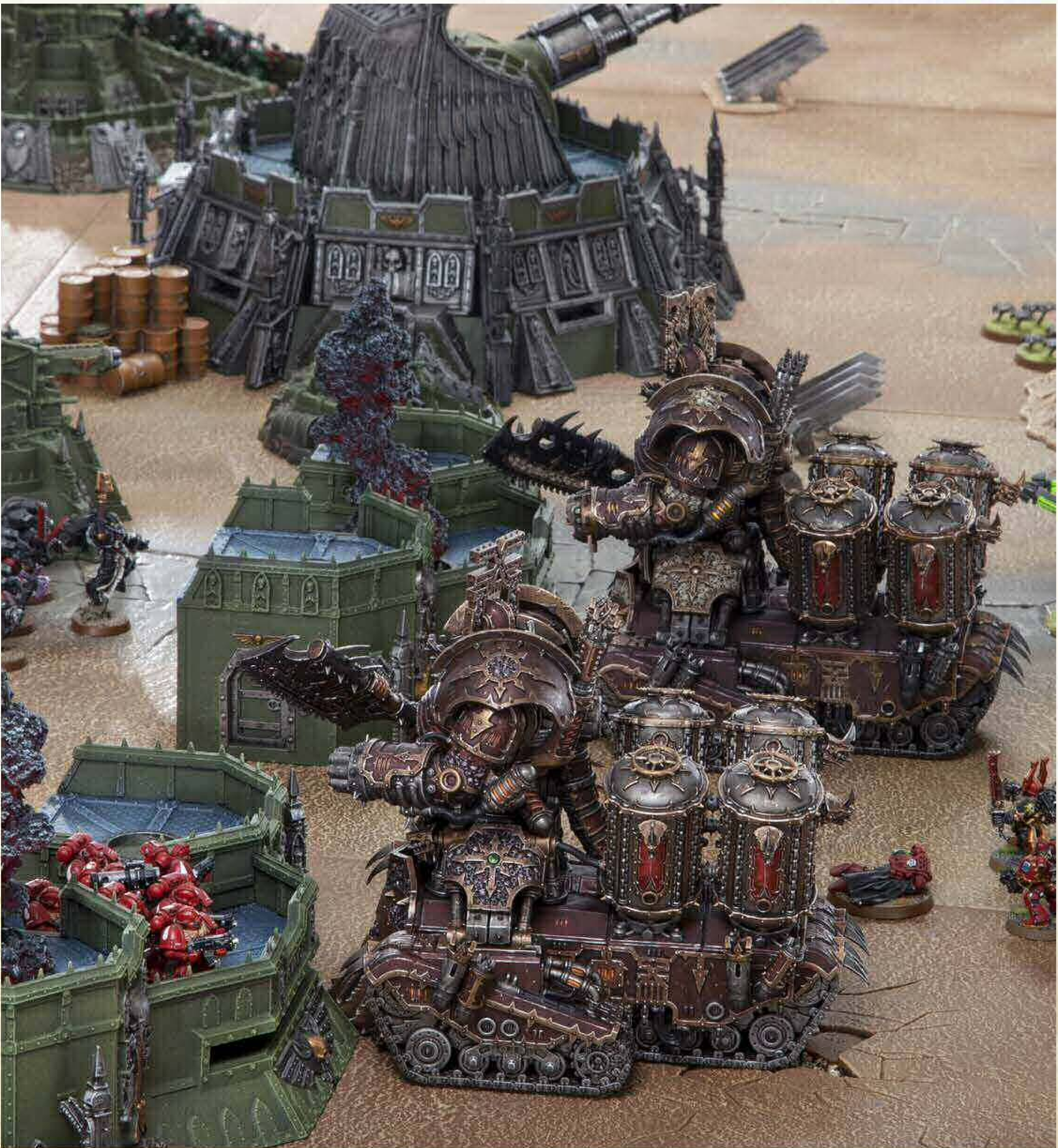


4 The Tesseract Vaults trigger a Sky of Falling Stars on the Imperial forces within the base, killing Dark Angels, Blood Angels and even damaging the Baneblade.

5 Although the Aquila Strongpoint's armour is proof against most weapons, the great cleaver of Khorne wielded by the Khorne Lord of Skulls effortlessly carves it apart.

6 In a similar display, the pair of Lord of Skulls at the centre of the battlefield smash into the Firestorm Redoubts and carve them apart, costing the Imperial players two of their precious anti-aircraft defences.

1

2

Psychic Assault

1 In a bold, some might say reckless, move Adam brings his psychic choir down behind Andrew's Khorne Lord of Skulls…

2 …Who then unleash a Force Vortex on the unwitting servant of the Blood God. The powerful psychic energies of the vortex tear at the Lord of Skulls, sundering precious systems and, unfortunately for Adam's Librarians, rousing the ire of the nearby Berzerkers.

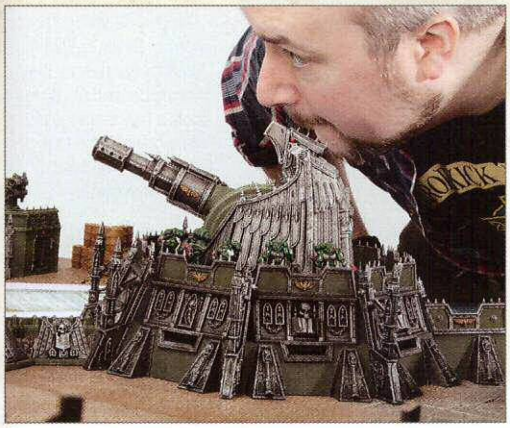
Adam: Well, Andrew and Dan had certainly had their fun, pounding our troops and blowing apart precious defences (for those keeping score, I tallied something like 1500 points of losses for our side). But, they hadn't done enough to stop the backlash – Matt and I had a plan.

As my Drop Pod came crashing onto the battlefield and our flyers roared into play, Matt and I took careful aim with our hosts of super-powered guns – the three Khorne Lords of Skulls were the primary threat at this stage, so we made those our main target. My Librarians blasted them with a Force Vortex attack and we hammered them with the combined firepower of two macro-cannons and a vortex missile. In short, we threw everything that we could at them, and when the smoke cleared one of their number was still standing.

All that firepower was incredibly fun to use, and as Matt and I placed large blast marker after apocalyptic blast the scale of destruction we were unleashing became clear – what we were firing at three models easily could have wiped out most armies that you would face on a weekly basis… and we still weren't done. The Firestorm Redoubts and Vengeance Batteries kicked into gear, lobbing shells, laser beams and torrents of firepower into the enemy ranks. I singled out the C'tan Shard of the Nightbringer for death, but despite a volley of punisher shots and a Tactical squad surging out of their trenchline to attack him, he stood tall.

Dan's Necrons had foolishly used their veil of darkness to appear beside the Fortress of Redemption, and lived to rue the day, as my Venerable Dreadnought slaughtered them with a little help from the nearby Baneblade and Azrael's retinue. Elsewhere Matt took to the attack with Assault Marines and the Death Company leaping forwards, the latter crashing into the Necron Destroyers just beside the ominously swirling template of my Force Vortex.

It was a gruelling turn for the 'bad guys' as we loosed everything we had at them, and it made us feel quite optimistic for victory.



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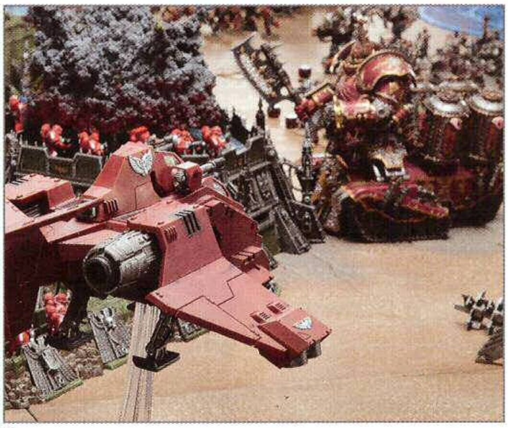

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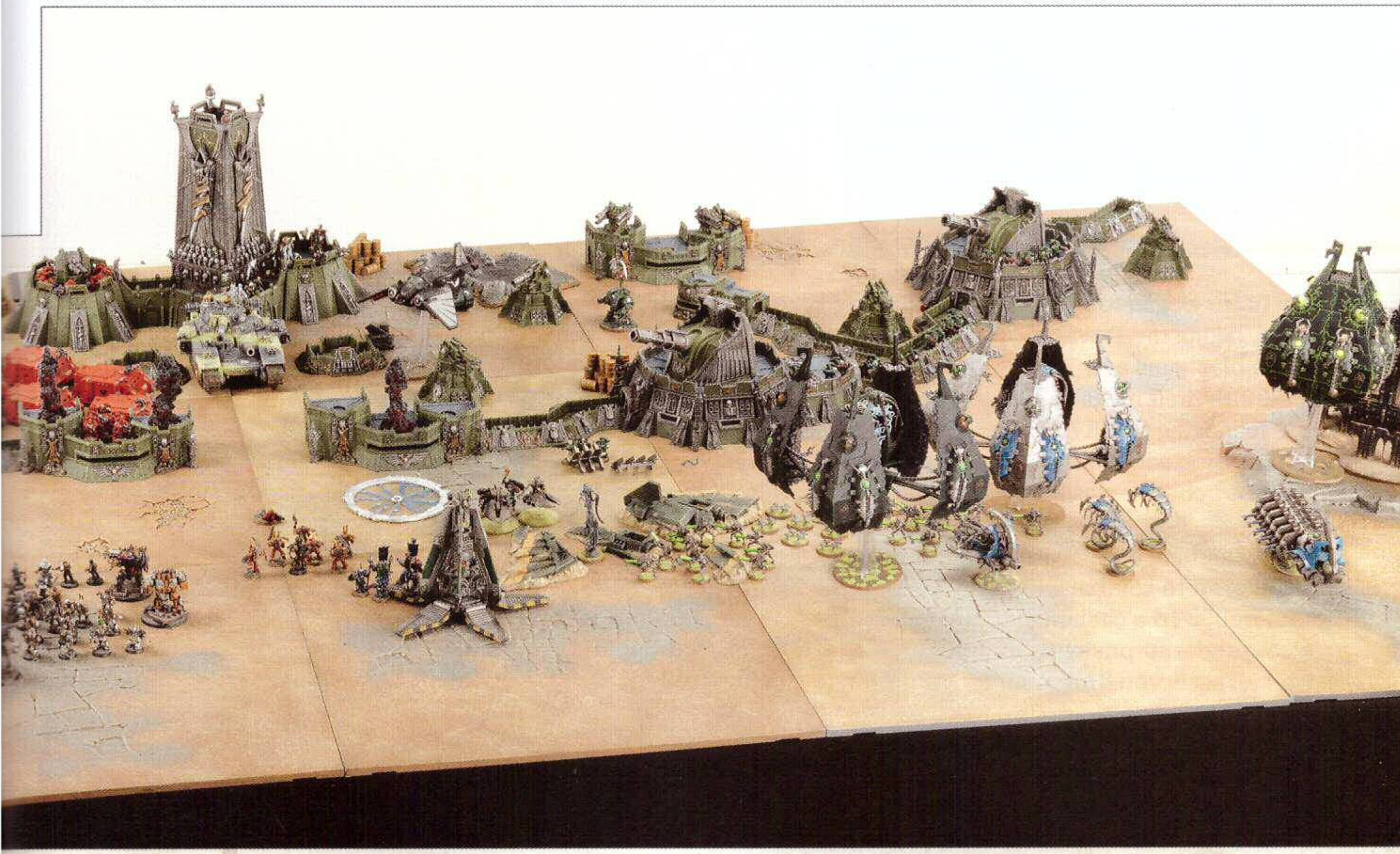
3 The battlefield at the end of Turn 1.

4 In an effort to finish the work his Librarians had started, Adam targets the Lord of Skulls with a macro-cannon.

5 The macro-cannon shell punches clean through the hull of the Lord of Skulls, triggering an Apocalyptic Explosion!

6 As the Devastators level their lascannons on the nearby Lord of Skulls, Khorne smiles on his war machine, and their lasbeams ricochet away from its Daemonic hull. The vortex missile proved too much for even the Blood God's ministrations, however, as Matt fired that at the blood-mad machine too.

7 Even the Stormraven attempted to help slay the Khorne Lord of Skulls, its las-beams dissipating against the infernal resilience of the unholy Daemon Engine.



TURN 2

In which two iconic characters do battle and the Super-heavies continue to fall.

Andrew: Ow! For all Matt and Adam howled at the losses they'd sustained in our first turn, it was nothing compared to how much they destroyed when it was their go. Luckily one of my Lords of Skulls had survived… until the vortex Matt had landed on it last turn moved a couple of inches, taking off its last hull point and swallowing it whole.

All of our flyers arrived from strategic reserve this turn as well (including my returning Heldrake Fear Squadron), only to be met by a withering volley of las-fire from the Firestorm Redoubts. The Heldrakes, thanks to their invulnerable save, weathered the storm, but the Night Scythe was blown out of the sky. This meant that the Overlord and his Immortals would have to walk onto the board next turn instead. They were by no means out of the fight, of course, Necron teleport technology being what it is.

The Obliterators teleported in next to the Aquila Strongpoint in the corner, but their melta guns failed to damage it, even at point blank range. The Doom Scythe met with similar success, its death ray carving up Space Marines but glancing harmlessly from the macro-cannon's thick armour.

Both Titans began to fire at the Blood Angels, raking the Devastators with their plasma blastguns and Tycho's Command squad with their mega-bolters, but never quite managing to kill either. This began my obsession with killing Tycho, under the mistaken belief he was their Warmaster.

Finally, smelling a witch, Khârn led his Berzerkers into combat with the Librarius. Khârn bellowed a challenge to the hated psykers and – surprisingly, but heroically – Ezekiel accepted. Unfortunately the fight was decidedly one sided and Ezekiel was cut down with contemptuous ease. The rest of the Berzerkers had less luck, cutting down the Chaplain but losing three of their own to the Librarians' force swords.

1

1 The only surviving Khorne Lord of Skulls has a bad start to the turn as the vortex beneath it moves only a few inches and thus finishes the task of destroying the Lord of Skulls completely.

2 The Heldrake Fear Squadron re-enters the battle and weathers a salvo from the Firestorm Redoubt, heads for the Blood Angels sheltering among the trenches.

3 A Doom Scythe and Night Scythe race towards the Dark Angels. The Night Scythe is easily destroyed by the Firestorm Redoubt.

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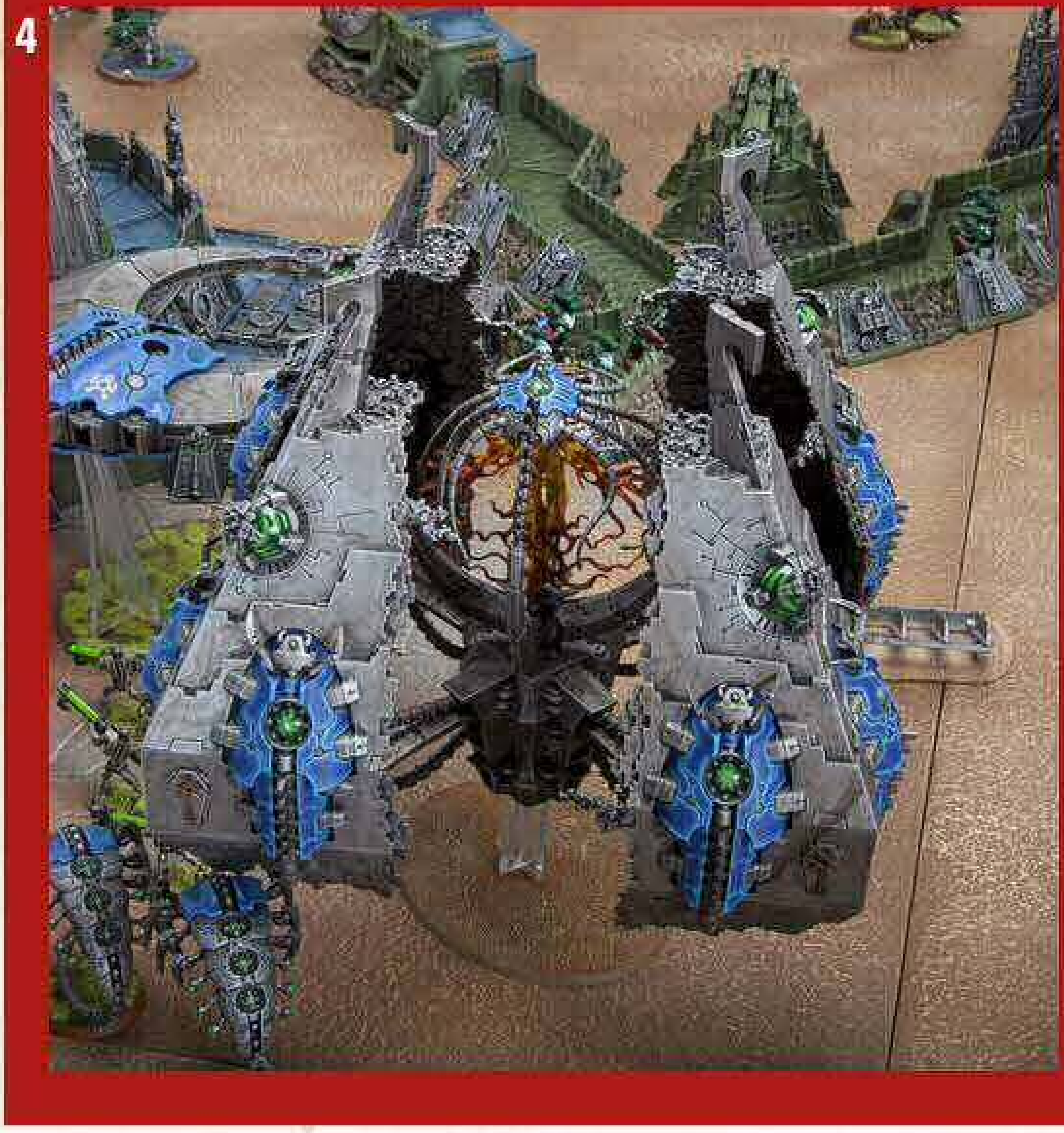

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Falling Skies

4 Jes' Tesseract Vault blasts the Dark Angels Dreadnought with its Seismic Blast…

5 … Before dropping a fusillade of six meteors on the Dark Angels defending the trenchlines.

6

7

6 The Black Legion's heavy armour rumbles forward on the left flank.

7 The Obliterators Deep Strike right next to the Aquila Strongpoint, but even at point-blank range their melta guns only glance the armour of the macro-cannons.

8

9

8 The Helldogs – two Warhound Titans from Legio Excruciatus – open fire on the Blood Angels.

9 Enraged by the Librarian's part in the destruction of the Lord of Skulls, Khârn the Betrayer leads his Berzerkers against Ezekiel's psychic choir.

Adam: The combat with Khârn and Ezekiel was one of the highlights of the whole game for me – in the midst of a colossal battle, with massive super-heavy vehicles exploding around them, two iconic warriors and heroes of the 41st Millennium matched blades… kind of. Actually, Khârn slaughtered the my beloved psyker with barely a flick of his gore-splashed chain axe, before turning his gaze on the rest of the (now very anxious) Librarians.

There's nothing quite like unleashing massed firepower in a big game, and our turn felt awesome. On to the board rumbled a swathe of reinforcements. My Predator Squadron and Ravenwing arrived on the flank where the Necrons were running riot with seamless precision. With our new recruits adding significantly to our overall force, Matt and I opened fire. The results were glorious, to be honest. Our combined firepower chewed great holes in Andrew and Dan's forces. The macro-cannons and Predators felled a Tesseract Vault and the Ravenwing Black Knights joined their fire to the other macro-cannon to blow the Obelisk apart (Matt and I were really starting to love the Aquila Strongpoints). On the other flank, Matt hammered Chaos Space Marines. The lead Warhound Titan took two direct hits that left it looking a little shaky, one from the vortex missile battery and the other from the Shadowsword, while the Baneblade pulped a gaggle of Death Guard and Cultists. Matt even called in his Orbital Strike (we had discussed when to use it before the game began, and knew even before we started, that Turn 2, straight on Typhus' head was the best course of action). It was gloriously effective, and a served as a suitable warning to Andrew to leave Tycho alone.

At the centre, I threw good after bad by bringing my two squads of Deathwing Terminators down within range of the Drop Pod locator beacon. My hope was that the Deathwing Knights would get a chance to tackle the Tesseract Vault drifting around nearby while the Deathwing squad could perhaps help out the doomed librarians. I was starting to feel a little responsible for their forthcoming demise, truth be told.

1

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1 Adam's reserves arrive from patrol and pummel the Necrons in their flank. While the Predators use their Target Acquired rule to vaporise the Tesseract Vault, the Ravenwing combine their fire with the macro-cannon against the Obelisk.

2 The Stormraven trades fire with a Chaos Titan.

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1 Adam's reserves arrive from patrol and pummel the Necrons in their flank. While the Predators use their Target Acquired rule to vaporise the Tesseract Vault, the Ravenwing combine their fire with the macro-cannon against the Obelisk.

2 The Stormraven trades fire with a Chaos Titan.

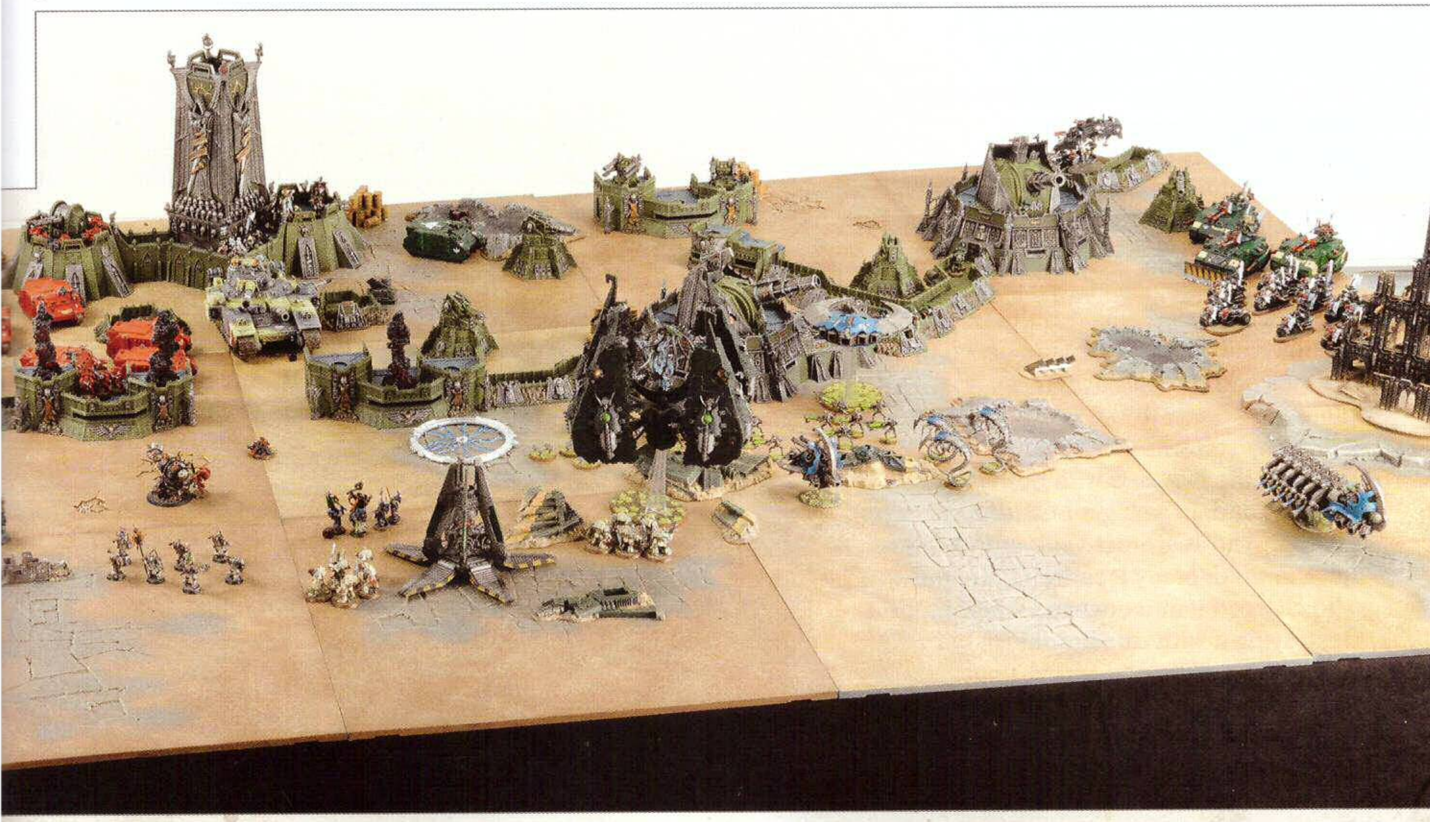
3 The battlefield at the end of Turn 2. Notice the three large blast markers, representing vortex missile templates.

4 The Baneblade turns its attention to Andrew's Death Guard.

5 The Baneblade cannon kills swathes of plague-ridden Chaos Space Marines.

6 Typhus and his Plague Zombies are targeted by an orbital bombardment, obliterating all but a single lone Zombie.

7 The Furioso Dreadnought charges Andrew's Chaos Lord, Malek Vos.



TURN 3

In which an arch-villain becomes even more villainous, and more Super-heavies join the fray.

Andrew: We'd managed to scrape together a couple of victory points by the end of the second turn (for capturing and destroying an Aquila Strongpoint), and wasted no time in spending (squandering?) them to bring both a Lord of Skulls and a Tesseract Vault back into the game on our right flank.

The new Tesseract Vault immediately made its presence felt by obliterating Adam's Predator Assassin Squadron (freshly painted only the day before, as he took great pains to point out), while the other one began to pound the Baneblade and surrounding area. The Heldrakes continued their fly by over the trench complex, scouring the Assault Marines sheltering behind a bunker.

Perhaps most excitingly, for me at least, Khârn the Betrayer ascended to daemonhood after slaying another Librarian in a challenge, so we replaced him with Forge World's Khorne Daemon Prince model.

Adam: Our left flank was really suffering now – and there were no more reinforcements to be had. Ominously, the Force Vortex my Librarians had created buried its way underground; next turn there would be a Seismic Cataclysm.

Matt led off well by making the best of the firepower available – he hammered Chaos Marines and the pair of Titans. I was thoroughly angry at the Tesseract Vault for killing my shiny new Predators, so I targeted the new one with both macro-cannons and, in a single beautiful salvo, killed it. The Tesseract Vault at the centre felt the wrath of my Deathwing Knights, who charged it and engaged smite mode, destroying it with catastrophic results: both the Knights, and Khârn, engaged in melee nearby, were obliterated. All across the board our heroes fought to survive. We were wondering if our remaining warriors could hold out.

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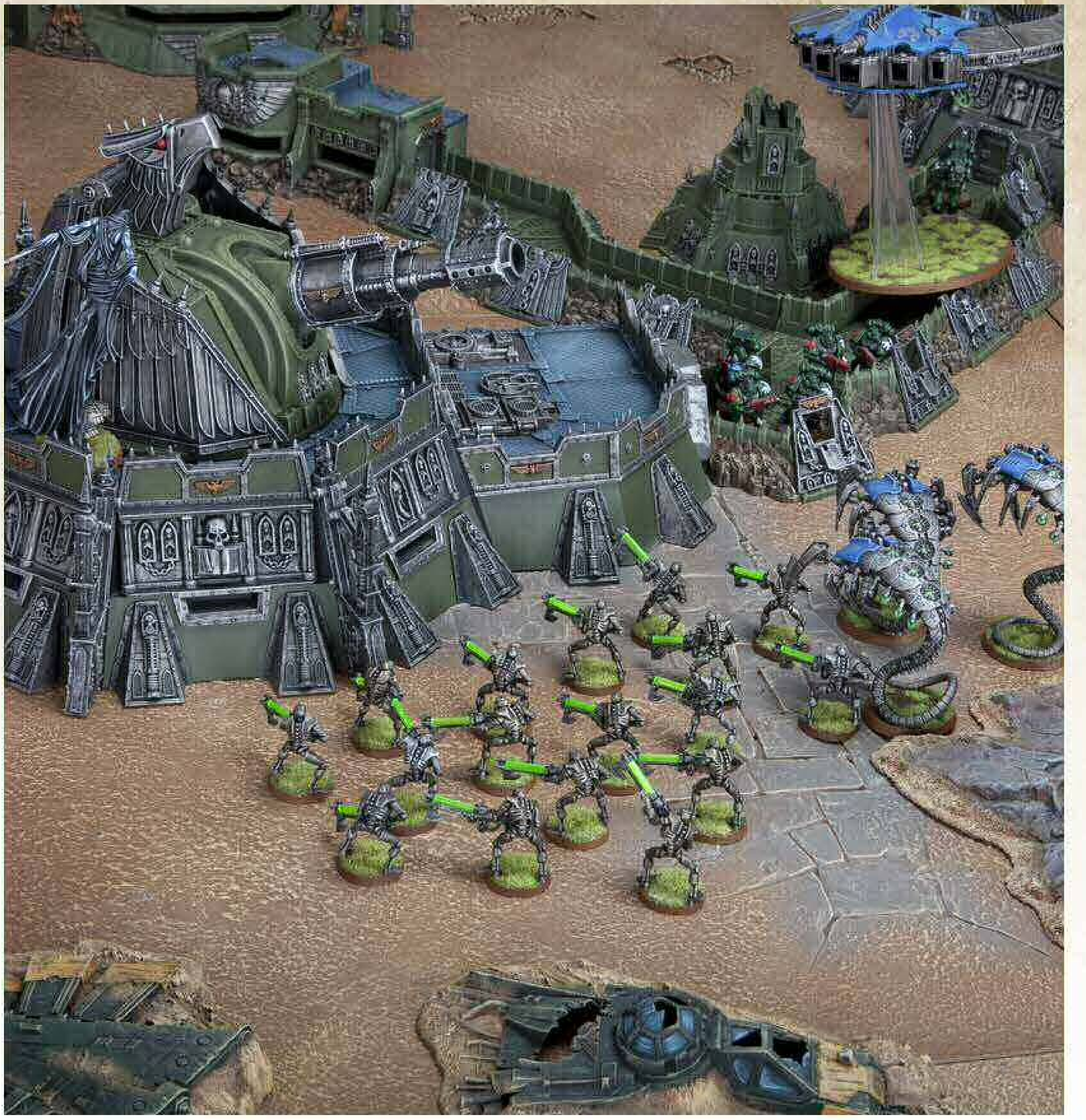

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1 As the C'tan Shard attempts to destroy the Aquila Strongpoint, the rest of the Necrons close with the remaining Dark Angels in the trenches.

2 Adam's Assassin Squadron is destroyed by the Tesseract Vault's seismic assault.

4

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1 As the C'tan Shard attempts to destroy the Aquila Strongpoint, the rest of the Necrons close with the remaining Dark Angels in the trenches.

2 Adam's Assassin Squadron is destroyed by the Tesseract Vault's seismic assault.

3 By Turn 3, the waves of attackers had slowed.

4 The Deathwing Knights engage the Tesseract Vault in a last-ditch attack that proves fatal for everyone involved.

5 Khârn momentarily enjoys his new status as a Daemon Prince before the exploding Tesseract Vault annihilates him, and everybody else nearby.

TURN 4

In which the world begins to come to an end and Dan enacts his cunning plan.

Andrew: Adam had been worried before the game that his Librarius would inadvertantly bring about the end of the world – and they did, with hilarious consequences. He rolled a Total Collapse result on the Seismic Explosion Unnatural Disaster table, which meant a random board tile was simply removed from play. Oh how we cheered as he randomised the corner tile covered with Ravenwing and a damned macro-cannon.

Having deep striked a Monolith in the heart of the enemy base last turn, Dan finally got to enact his own cunning plan. His Overlord, freed from the combat with the Deathwing by a canny use of the Magma Storm ravaging the battlefield, teleported through the Monolith's Dimensional Corridor before using his Entropic Plague Strategic Asset, stripping the armour save of any nearby models – in this case, Azrael and his Command squad. The resultant shooting wiped out Azrael's retinue, reducing the Imperial Warmaster to a single Wound. Sadly, no additional firepower could be brought to bear.

The Baneblade was finally destroyed by concentrated firepower from my Titans, while two units of Chosen began to work their way into the trenchlines proper. The Black Legion Chosen managed to affix two melta bombs to the vortex missile, but I rolled too low on the damage chart to do damage. Victory was denied to us…

Adam: Victory had come at a price for Matt and I. We killed the last of the Plague Zombies, the Doom Scythe and the Annihilation Barge. Matt continued to harry the surviving Warhound Titan and Mephiston resolutely hacked his way though the few remaining Death Guard. Best of all, I avenged my poor Command squad, pulping the Monolith and Immortals with the macro-cannon and remaining Ravenwing, and then finishing the survivor with Azrael's own plasma gun, Lion's Wrath. A fitting end, I think.

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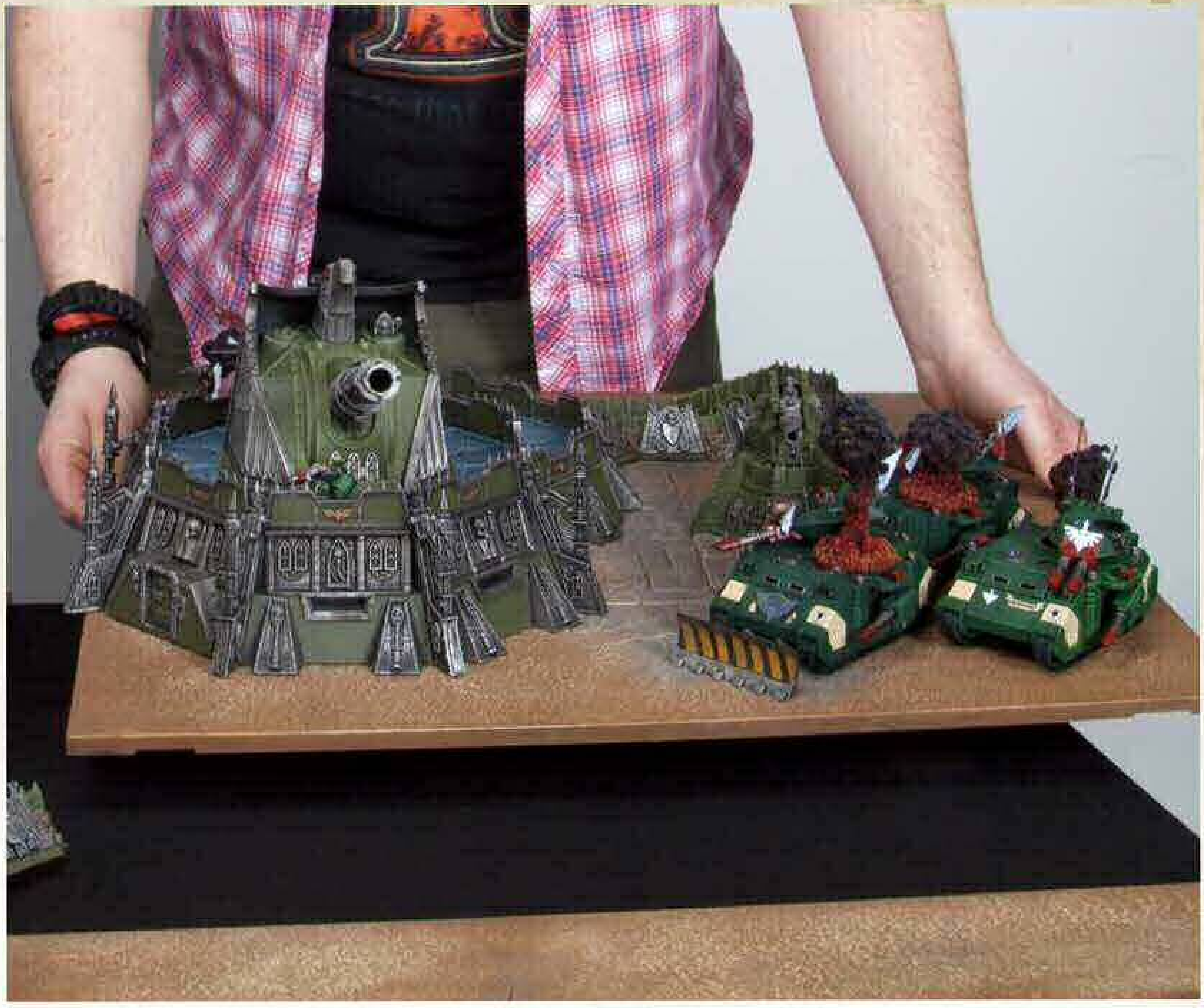

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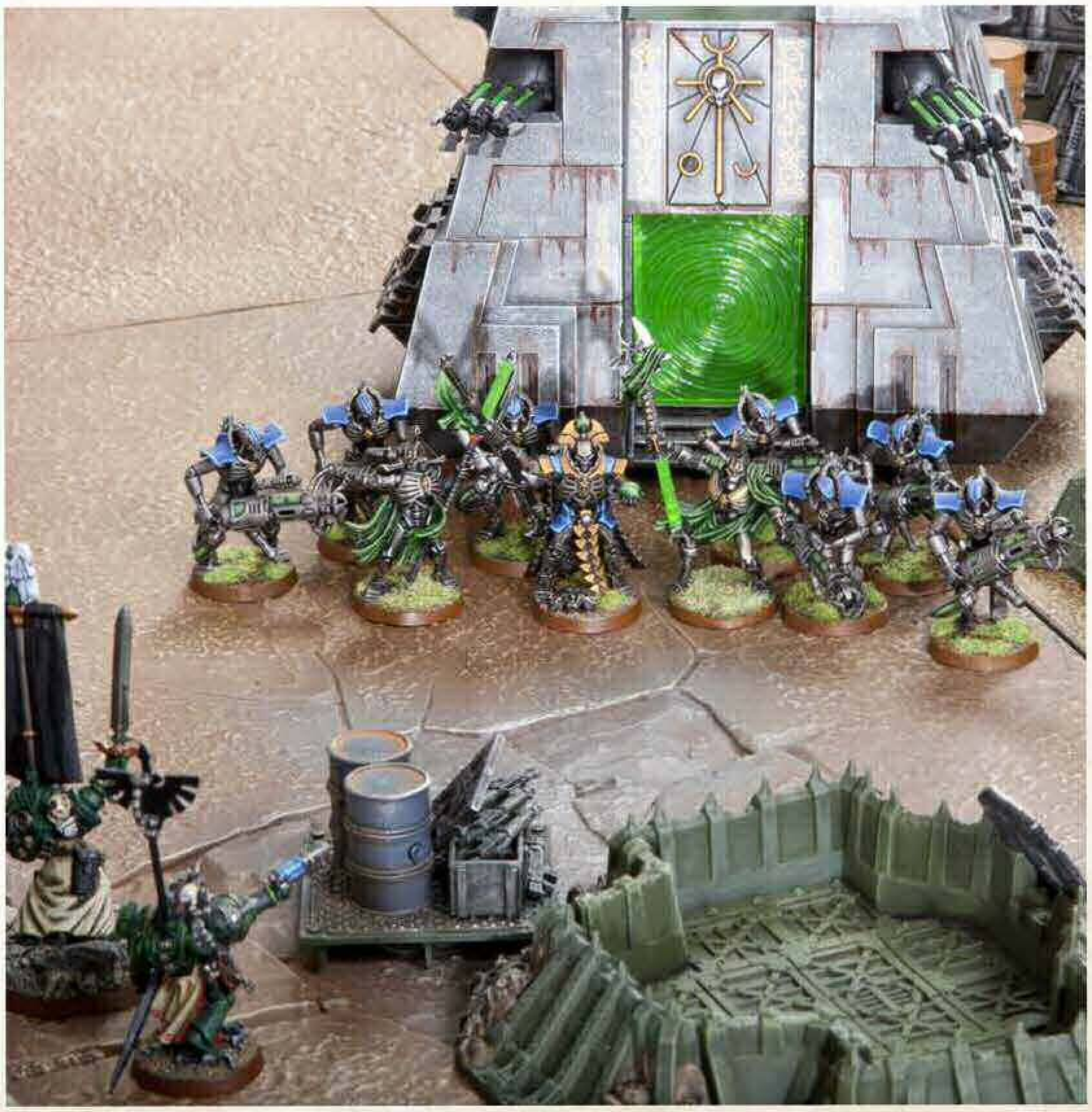

1 A Total Collapse result leads Adam to remove a random board tile – just his luck it's the one containing an operational macro-cannon.

2 The Necron Overlord and his Immortals teleport through the Dimensional Corridor to strike at Azrael himself.

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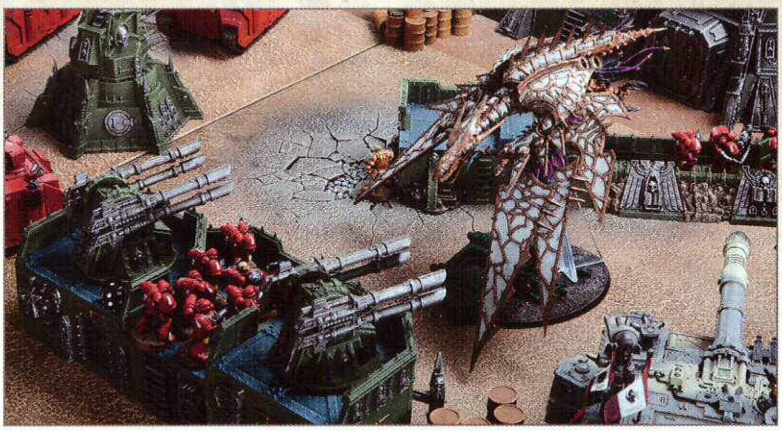

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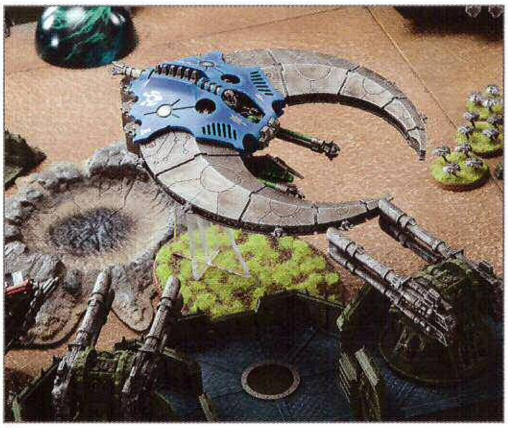

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4 Andrew's Chosen sweep through the trenchlines, and slaughter Matt's Tactical Marines.

5 The final Heldrake survives the anti-aircraft fire to flame the Space Marines in the bunker.

6 Mephiston strikes down the Plague Champion.

7 The Firestorm Redoubt destroys the Doom Scythe at point blank range.

FORCES OF THE IMPERIUM: VICTORY!

HIGHLIGHTS OF THE GAME

As the smoke clears on the battlefield, our generals gather to discuss the highlights of the game.

Considering their drubbing at the hands of the Imperial players, Dan and Andrew still had a fun game.

Adam: What a battle! I used every Dark Angel in my collection, and at the end of the battle only Azrael and a handful of Ravenwing remained alive. Aquila Strongpoints and super-heavy tanks burned on the battlefield and in the corner a pool of magma bubbled where previously a valuable part of the fortress had been. The death toll was catastrophic, and I really rather enjoyed seeing the battlefield change as entire swathes of troops, and massive fortifications were wiped out. When else can you play a game as destructive as that?

Andrew: That certainly was brutal. As the attacker, I felt intimidated just looking at the board before deployment but that was as nothing compared to how I felt after the first turn. The devastation you meted out was nasty. My poor Lord of Skulls!

Matt: Not to mention your Death Guard after I turned my attention to them later in the game. That was my favourite bit, actually; dropping an Orbital Bombardment right on Typhus' head.

Andrew: The amount of firepower you guys fielded was impressive. It felt like a real battle just to get to the fortress walls. You might laugh, but I'm counting the fact I had my Chosen in the trenchlines at the end of the game as a real achievement.

Adam: Among all the carnage and explosions there were lots of really enjoyable 'moments', stand out events that made the game very memorable. For me the most memorable scene was when the Ravenwing swarmed onto the battlefield alongside my Predator Assassin Squadron, the Knights of Caliban. It looked great, and when they started blowing stuff up it was really fun. Things like that is what great games are made of.

Andrew: Amidst all the Apocalypse-scale action, the stand-out moment for me was the fight between Khârn the Betrayer and his Berzerkers, and Ezekiel and his Librarius. I loved the imagery of the two clashing, and even more so when Khârn rolled a Dark Apotheosis on the Chaos Boon table. Replacing him with Forge World's Khorne Daemon Prince model was a highlight for me; and it was brilliantly concluded when that part of the battlefield was scoured by the detonating Tesseract Vault a turn later.

Adam: I think you've hit on something there Andrew, the golden recipe of Apocalypse, as I see it. The game is about mighty armies clashing, vast war machines meting out monstrous punishment, and the highlights of the battle come in various shapes and sizes – sure, the macro-cannons blasting the guts out of a Tesseract Vault was very cool, but so was that challenge between Chief Libarian Ezekiel and Khârn, or Mephiston wading through Death Guard. Whatever you look for in a game, I think you can find it in one of this size.

Andrew: And regardless of who won, when you look at it the game was great fun to play. You play a game of Apocalypse for the experience of fielding all your models, not for the final tally of victory points.

THE POST-BATTLE REVIEW

We asked three experts to comment on the battle: White Dwarf Staff Writer Dan Harden, plague-ridden Editor Jes Bickham and Apocalypse author Phil Kelly. What did they think of the game?

Dan loves organising things and making spreadsheets, so he was the perfect team member to take on the role of games master for the battle.

As battles go, that really couldn't have gone much better. The new scenery looked awesome, lots of things exploded, Unnatural Disasters tore up the battlefield (quite literally in the last turn), heroes lived and died in their Finest Hours and the capricious gods of the future clearly took notice of the battle as it unfolded. It was incredibly exciting and very intense in places, but everyone had fun, which for me is the mark of a good battle.

Having fought through the battle and come out the other side relatively unscathed, there are two lessons that I have learnt. Firstly, Apocalypse battlefields are normally very big and units can sometimes get left out of the action if they're not mobile enough. Don't be afraid to set up close to the enemy and make sure you have plenty of transport vehicles to keep your force manoeuvrable. Secondly, the Aquila Strongpoint is very scary. FOUR of them are terrifying! Interestingly, we could have destroyed them quite easily if we'd had the right tools for the job. Destroyer weapons would have made light work of them and the battle could have gone very differently if we'd taken more of them out. I blame Jes' choice of powers for his Vault...

Editor Jes exhausted himself finishing his Tesseract Vault in time for the Battle Report, only to fall victim to plague.

I can't tell you how upset I was not to be able to take part in the Apocalypse Battle Report; the preceding pages were the result of a lot of hard work and planning on behalf of the White Dwarf team (and our chums in the Hobby Products department, who'd painted up all the new scenery kits for us) and I was so excited at the prospect of being part of 'Team Evil' it was untrue. Nevertheless, being knocked out of action for a week by illness had its own peculiar upside, as reading this finished Battle Report has allowed me to live the fight in the same fashion as you, our readers – and what a battle it was, full of epic events and cataclysmic destruction on both sides. It's lovely to see my own collection involved too, even if Dan didn't make the most of them... in fact, in the spirit of good-natured banter, Dan may complain that I'd picked the wrong powers for the Tesseract Vault, but I distinctly remember penning him an email while sweating in my sick bed, telling him to feel free to pick his own powers as I was incapacitated. But then it could all have been nothing but a fever dream, I suppose…

Phil wrote the Apocalypse rules along with Jervis Johnson, and loves nothing better than an Apocalyptic Barrage in the morning.

Wow, what a spectacle! Hats off to the guys for staging such a tremendous feast of violence. The aim of Apocalypse is to allow you a chance to use every model you can lay your hands on in one massive battle, and tell a memorable story in the process. Mission accomplished – this game had everything from epic duels to wholesale demolition and even a planet-ending disaster to justify the name Apocalypse. Not only did the good guys have a pair of impressive collections, but also the best line of fortifications I have ever seen. The onus was on the bad guys to advance across no-man's-land, all the while being pounded by the biggest guns the 41st Millennium can provide, short of Exterminatus (and the Librarius had a good go at that one too). Not many of Team Evil's units made it to the Imperial line, but those that did took their revenge in gratifying style. Judging by their shouts of dismay and triumph, the White Dwarf team will remember this game for a long time to come. Apocalypse has loads of friendly advice, but we clearly forgot one thing – make sure to warn the neighbours about the noise first!

PARADE GROUND

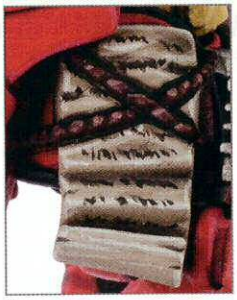
Parade Ground is our feature that showcases fantastically painted miniatures, each a gallery united by a particular theme. This month we look at a collection of Warhammer 40,000 squads.

BLOOD ANGELS AND ELDAR RANGERS

Michael Wieske

Michael Wieske is the kind of hobbyist who takes a long time to finish a project. His Blood Angel models are the part of his collection that he cherishes the most, and though they grow relatively slowly, he prides himself on pouring as much care and attention into them as he can muster – the result is a very striking selection of models. In this Assault squad many of the models have been subtly converted with parts from other Blood Angels kits.

The Eldar Rangers are one of Michael's many side projects – he's currently working on a small Eldar army, and these Rangers are among the first units to be completed. We think you'll agree they look splendid.



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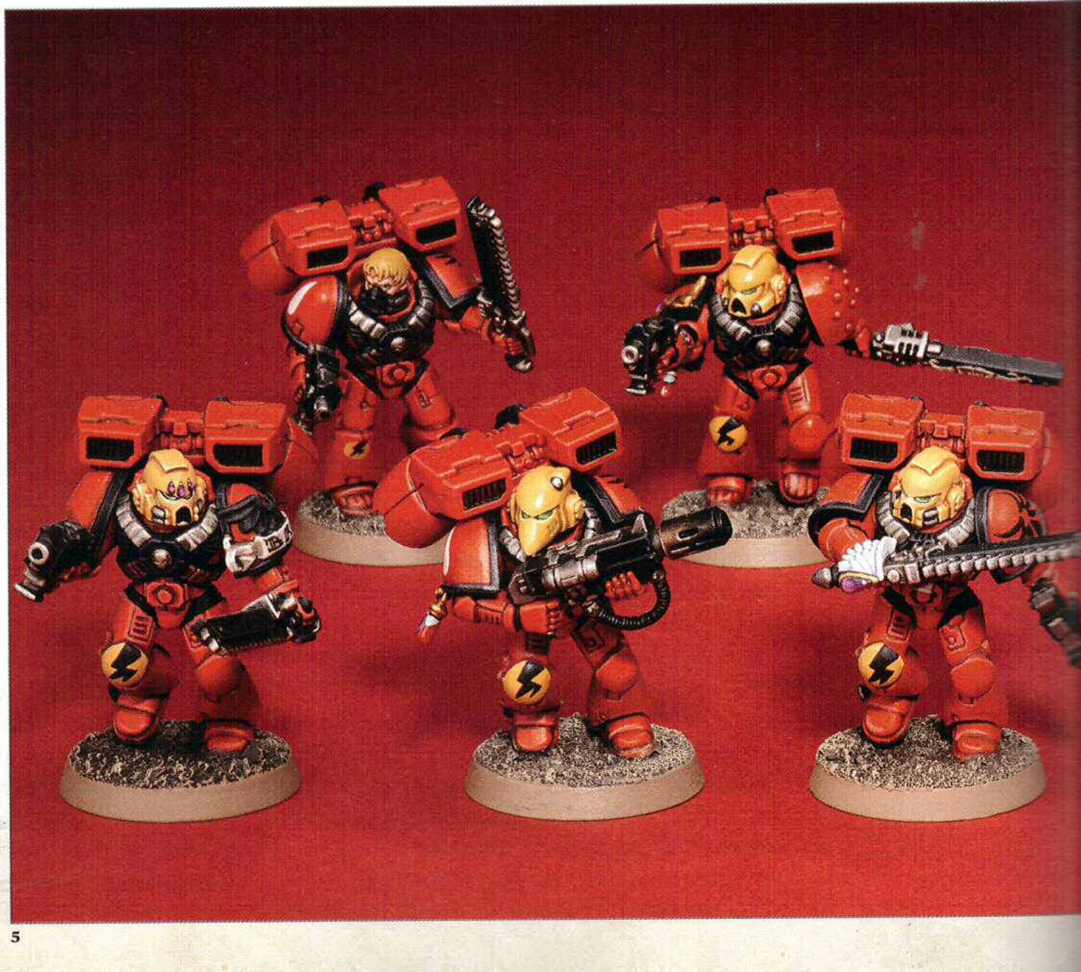

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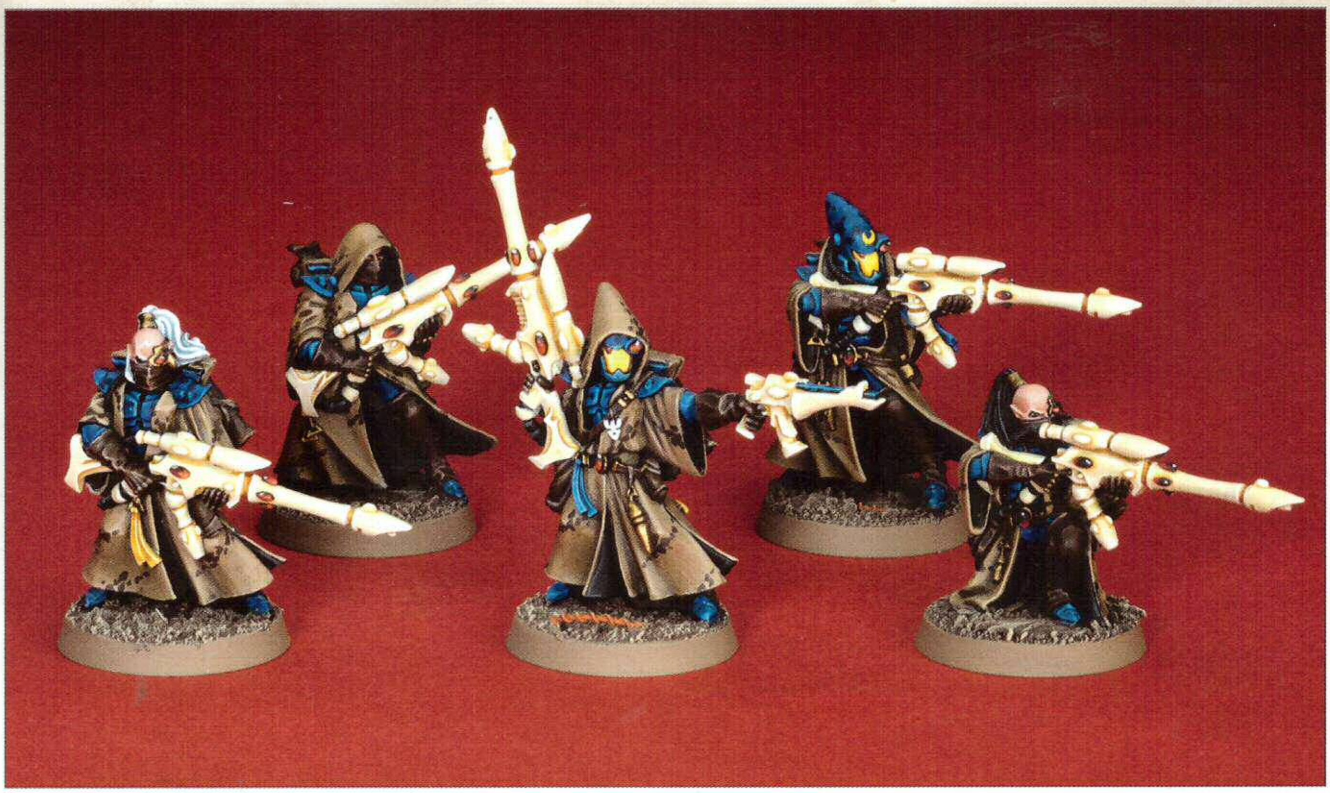

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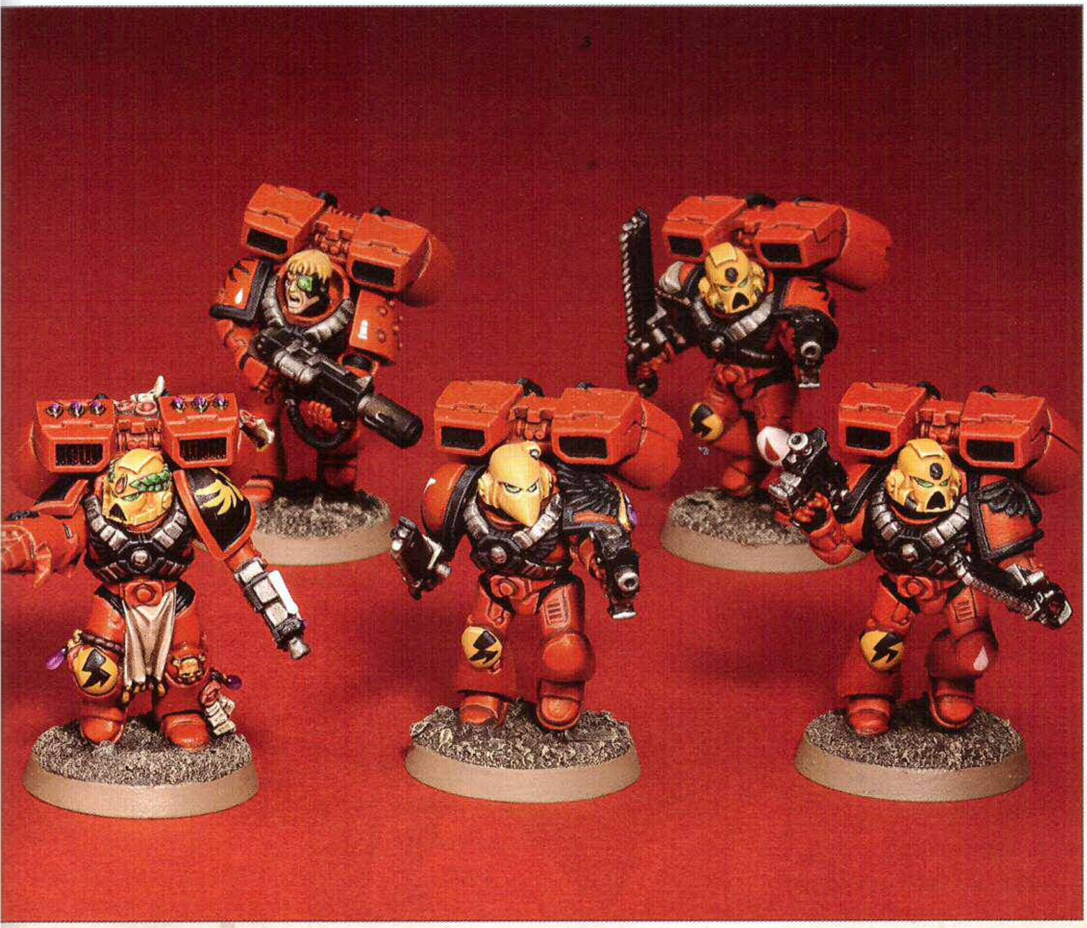


1 Purity seals and oath parchments have been detailed with tiny freehand scrawl.

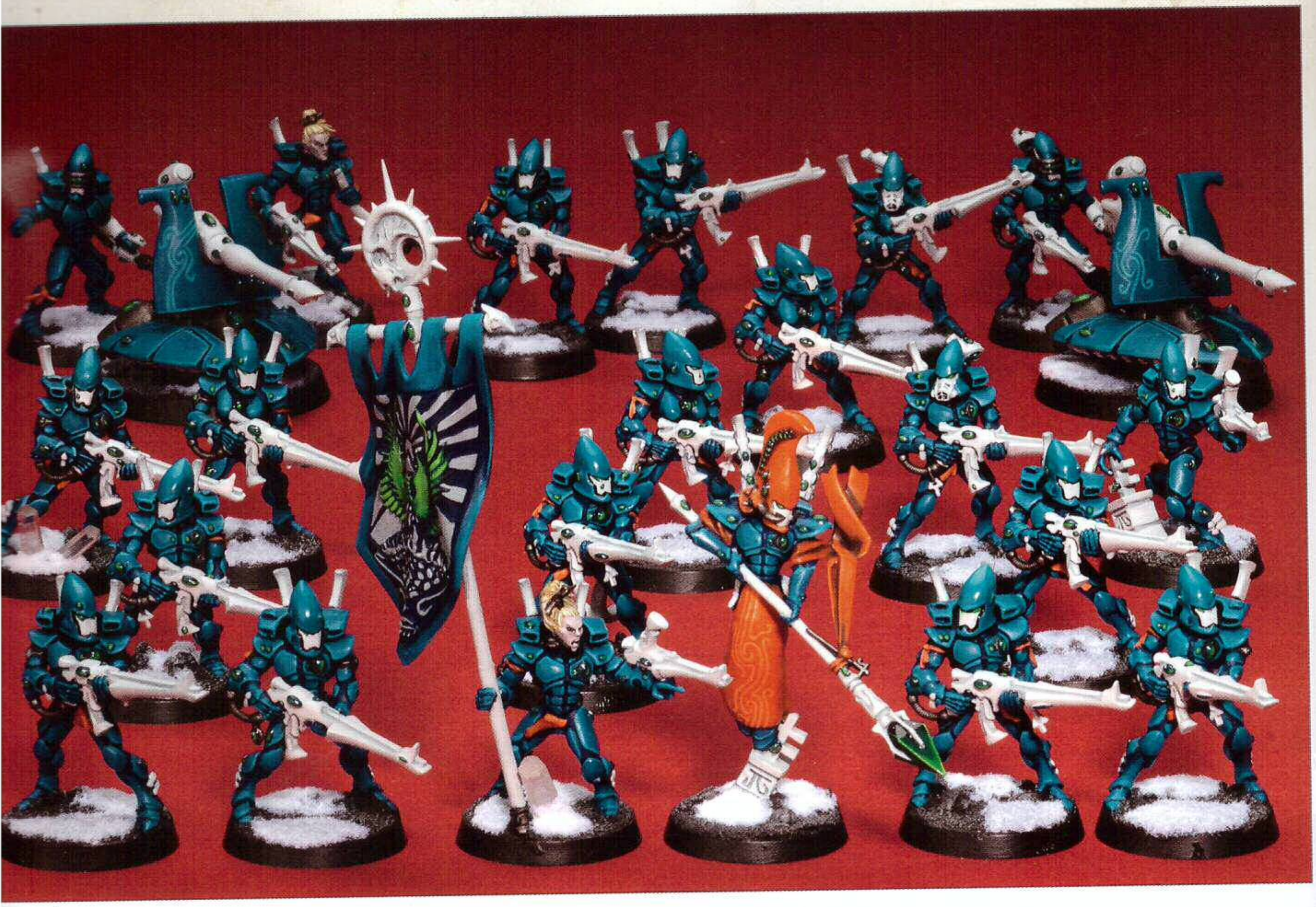
2 The Veteran Sergeant wears a laurel wreath upon his helm with a blood drop gem set upon his forehead.

3 The blood drop gems have been painted with fastidious care.

4 Michael has painted all the squad and veteran markings by hand.

5 Michael's Blood Angels Assault squad features components taken from the Space Marine Assault Squad and the Death Company box sets.

6 Michael's Alaitoc Rangers have been painted with a wonderful muted camo pattern on their chameleoline cloaks that contrasts strongly with the blue and yellow of their Eldar armour.



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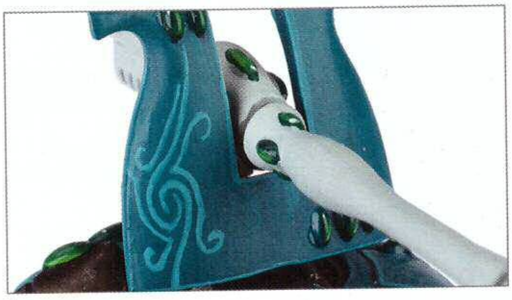

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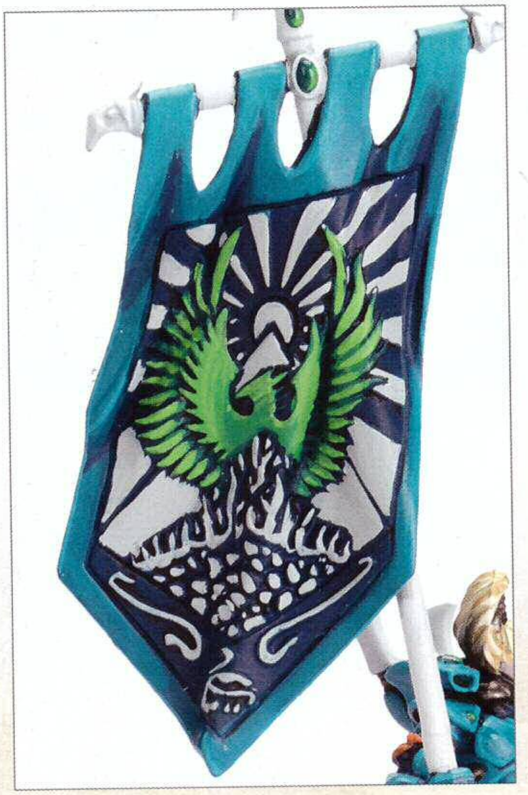
THE HAND OF LILEATH

Dan Harden

Dan started his Eldar army a few years ago for a Doubles Weekend at Warhammer World and he's been adding to them ever since. The pride of his collection are his Guardians – "they're some of my favourite miniatures of all time," claims Dan. To give them a little extra kick on the battlefield, Dan added a Warlock to the unit, which he converted using parts from the Dire Avengers kit combined with a spare staff from the high Elf Dragon Mage box and a Fire Dragon's helm.



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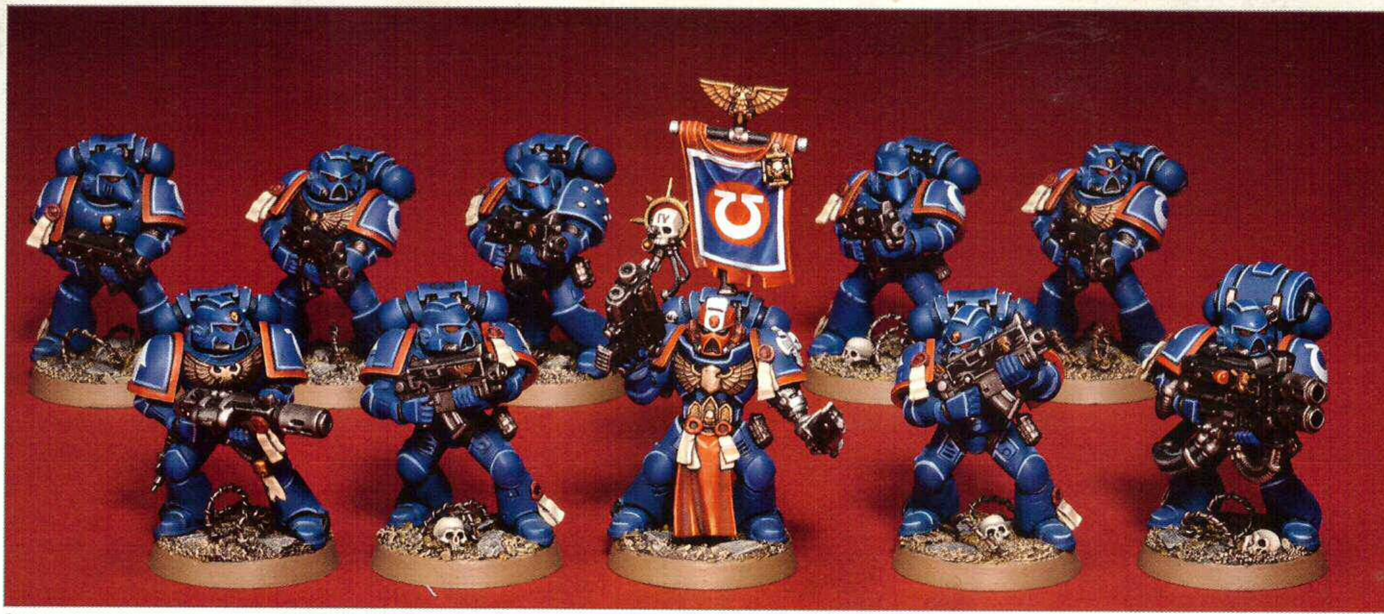
1 The bases of Dan's Eldar are painted the same way as his Tau, enabling him to ally them together in large Apocalypse games.

2 The weapon platforms feature a freehand spiral pattern on the gun shields. "I wanted a design that I could paint onto each of my tanks and large models to break up the large flat panels," comments Dan. "I imagine it's what an Eldar fingerprint would look like."

3 Dan loves converting models and the banner from the High Elf Prince fitted perfectly with the unit. He painted the phoenix green to act as a focal point for the unit.



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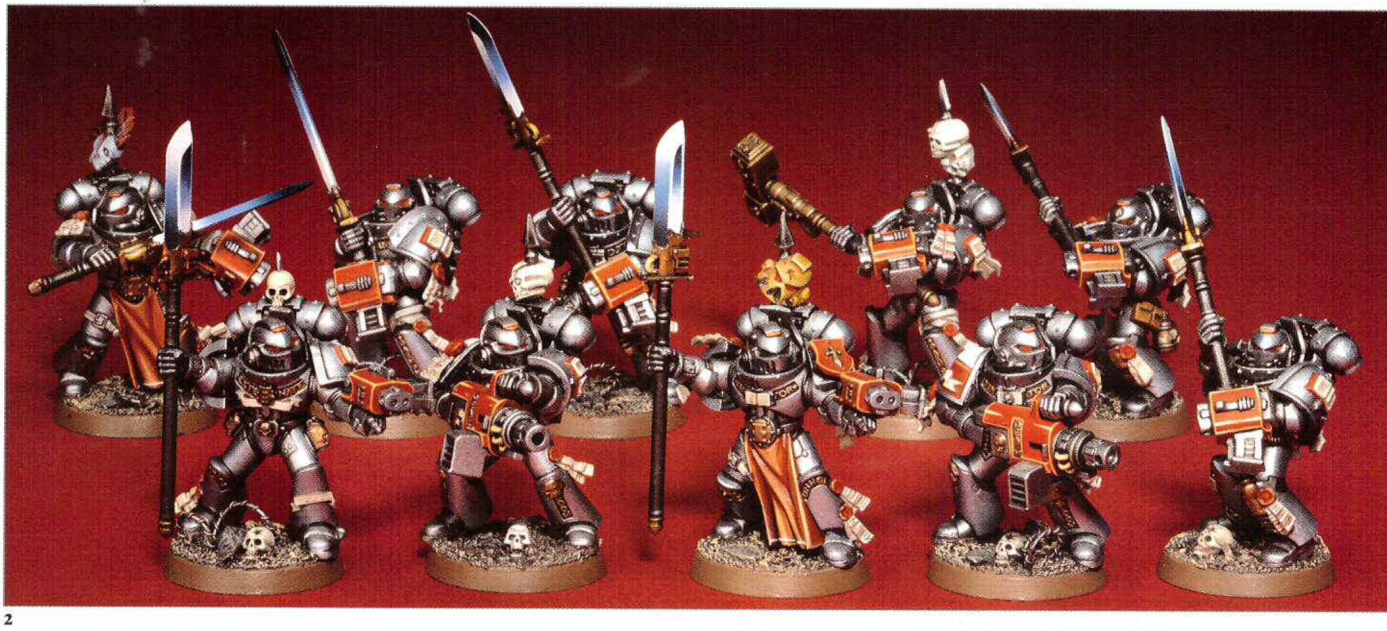

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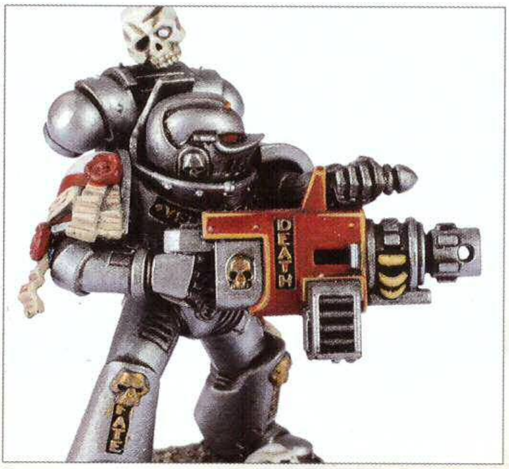
THE SONS OF THE EMPEROR

Glenn More

Glenn's Grey Knights and Ultramarines are both a part of armies he's assembled over time. Although they are from separate forces Glenn has based them in matching styles, with Steel Legion Drab rims and battlefield detritus from the Warhammer 40,000 basing kit and the Skulls Bitz Pack on the bases. "I decided on a unified scheme for all the Imperial models in my collection," Glenn explains. "This way I can use them as a larger Imperial army, and they look good alongside one another."



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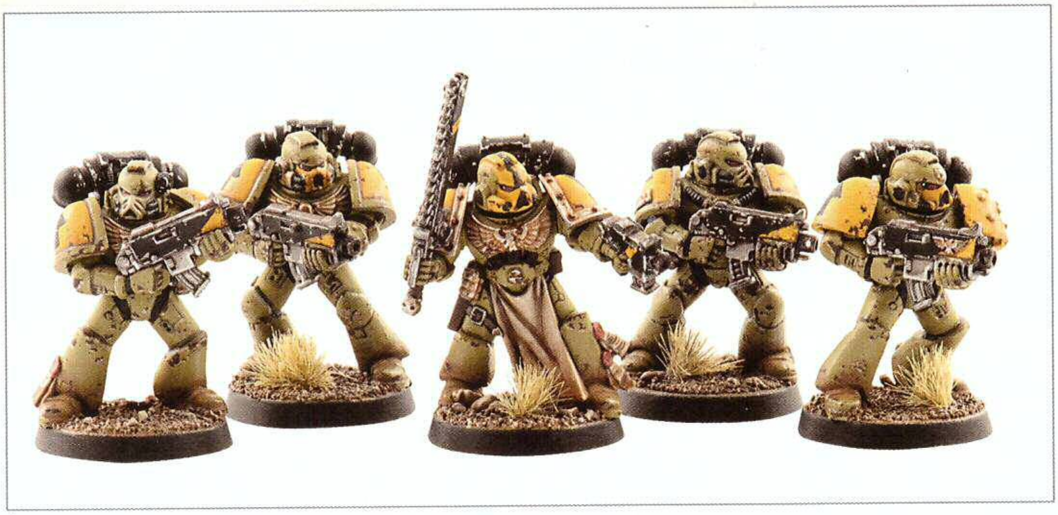
1 Glenn's Ultramarines Tactical squad wears the livery of the 3rd Battle Company. Note how the red trim and cloth matches the Grey Knights below.

2 This Grey Knight Strike squad is part of Glenn's army that won a best-painted nomination at a Throne of Skulls gaming weekend.

3 A close-up on this Grey Knight shows just how crisp and smooth Glenn's painting is.

Readers' Parade Ground

There is a distinctly European feel to our Reader's Parade Ground this month, with models from Spain and also from the De Lage Langen Schilder (Lowlands Countries) painting competition held in the Amsterdam Hobby Centre in the Netherlands.



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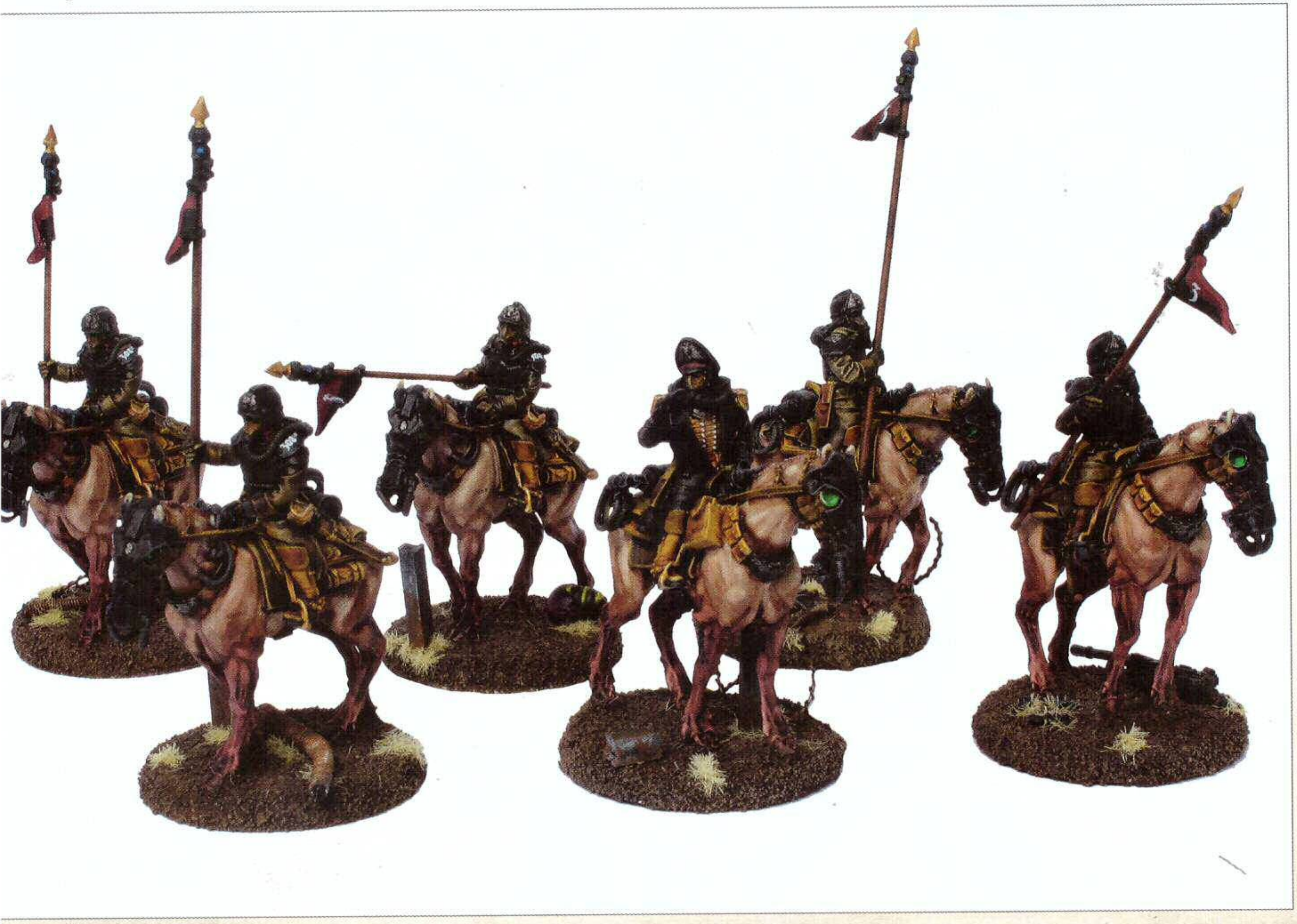
1 This Combat squad of Mantis Warriors Space Marines was painted by Rens Jansen, who won Silver in the Lowlands painting competition. Rens has done a sensational job of weathering these models to make them look like they have been in a combat zone for a protracted peroid.

2 Cohen Wyl painted these excellent Death Korps of Krieg Death Riders for the same competition. The muted tones make them look gritty and realistic.



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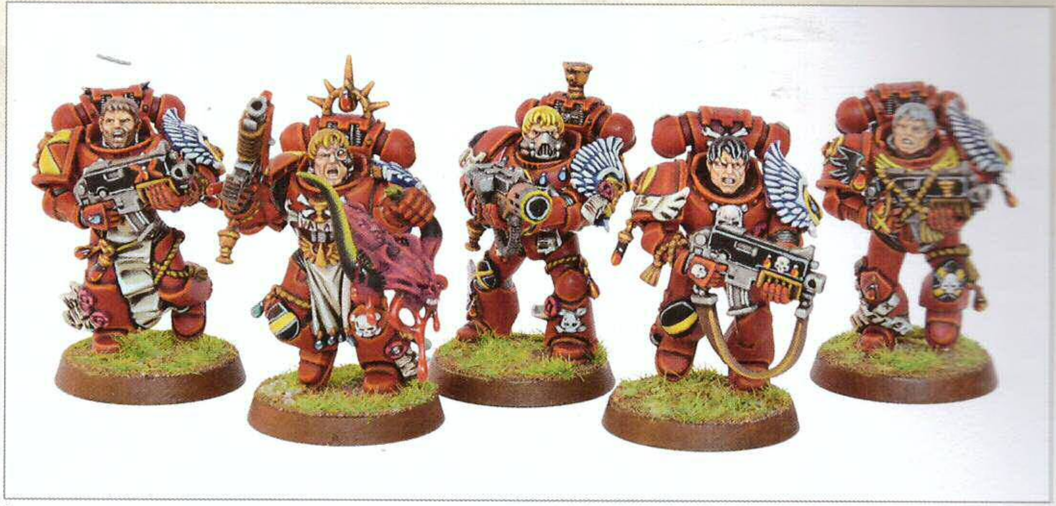
3 Raúl Rodriguez Martín owns an impressive collection of Blood Angels, featuring lots of beautifully painted models and many fine conversions. These models combine parts from the Blood Angels and Grey Knights kits. Raúl has used crisp, bright yellows and reds to make the models really stand out boldly.

4 This squad of Raúl's is led by the Games Day 2012 miniature, the Blood Angels Captain. It's inspiring to see the Captain painted in the traditional colours from the John Blanche artwork that inspired it and stood among equally well painted Tactical Marines.

5 Another entry to the Lowlands painting contest from 2012, this Ravenwing Squadron has been painted with lavish freehand details by Gert D'Hollander. Gert justifiably won the gold award for this squad with its subtle conversions and exceptionally clean paint work. If you look closely, Gert has even painted a wood grain on the gun casings.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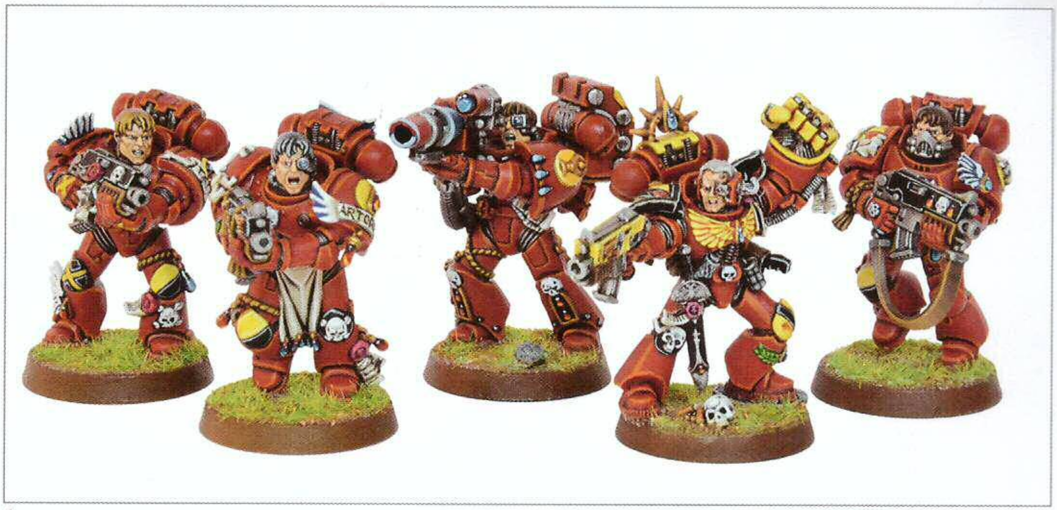
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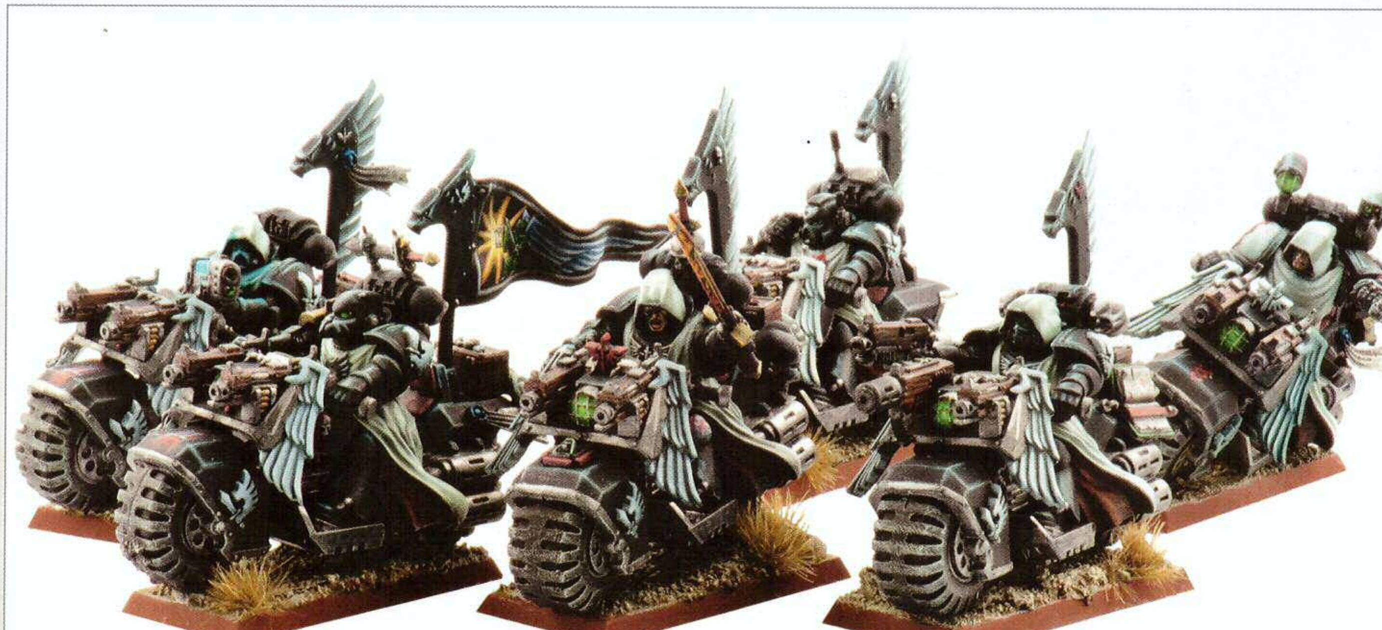
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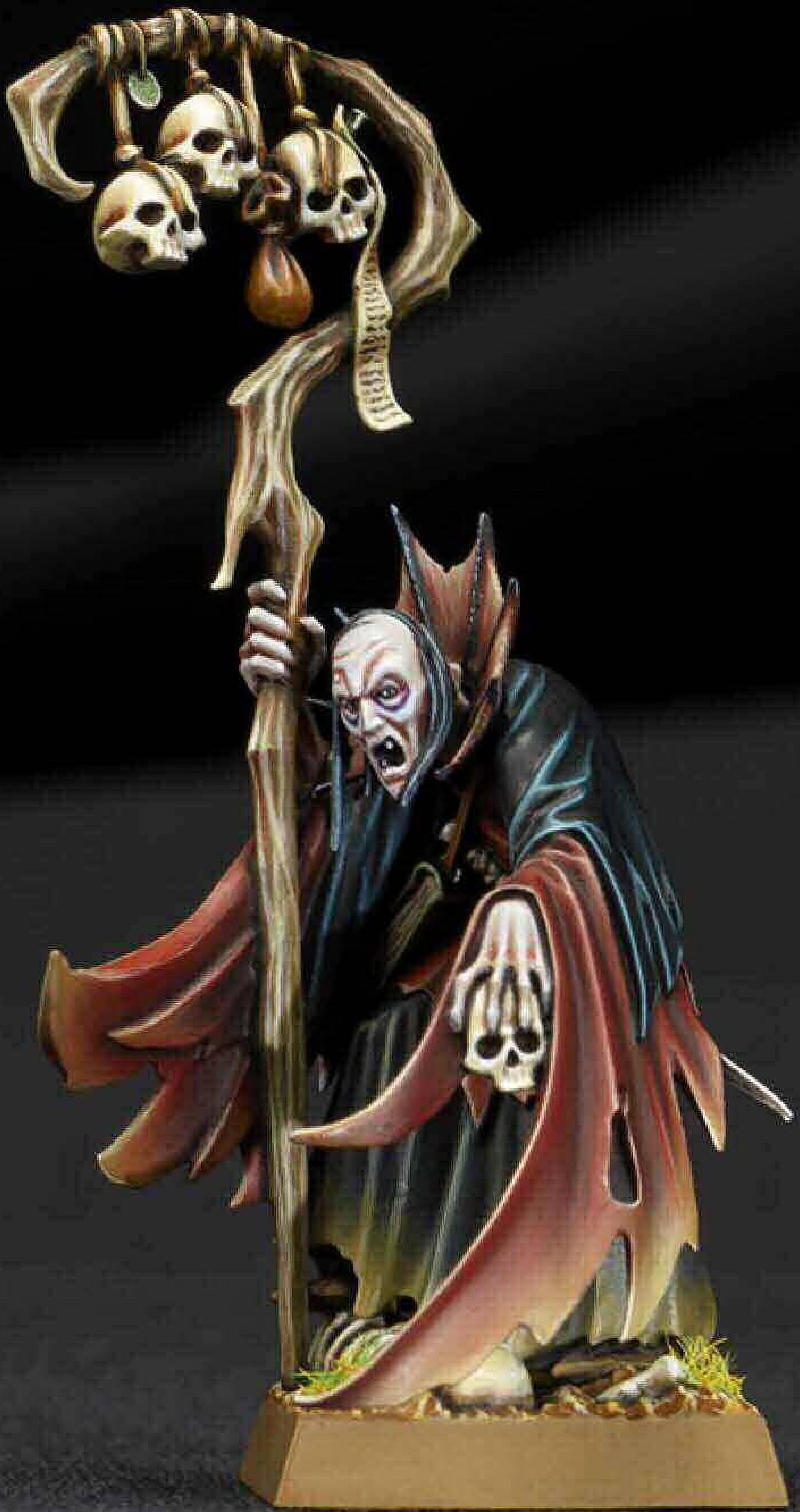
CITADEL

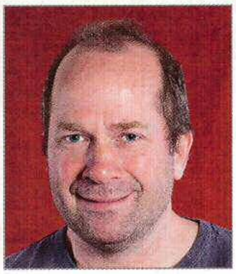
HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.



NECROMANCER

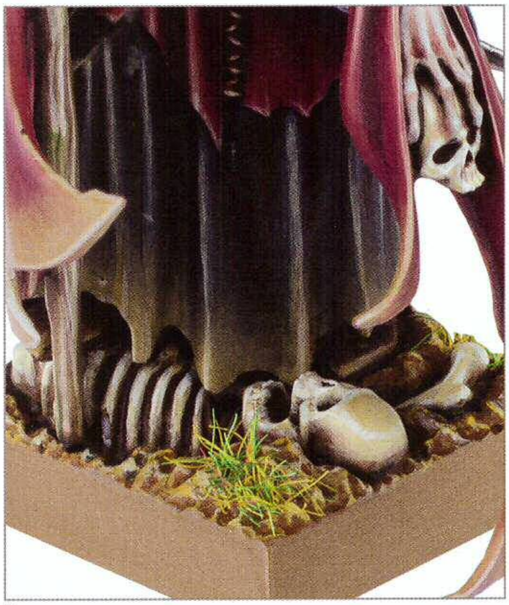
SCULPTED BY BRIAN NELSON
NOMINATED BY MICHAEL PERRY



Michael has been part of the Citadel design team for more than 30 years – a sculpting legend in his own right.

Michael: In recent years, Brian pioneered the way that we make plastic hero models, making individual masterpieces that have few components, and yet when assembled possess real depth. The Necromancer is one of these; it's magnificently detailed but still understated. The Necromancer has a strong overall silhouette that Brian has carefully preserved by not going overboard on the small details. Having designed the plastic Empire Captain myself, I can say with confidence that the Necromancer is an exemplary showcase of working with the medium – an example of taking a new way of designing miniatures, and doing it brilliantly, and that's why I nominate it to the Hall of Fame.

What I especially like about the model is the great sense of menace the model possesses. I think that you can gauge how warmly a model has been received by the regularity with which it pops up in the Golden Demon competition. Just looking at the model, you know it will paint up beautifully, and I wasn't surprised to see that the winner of the Slayer Sword in 2011 did so with the Necromancer.



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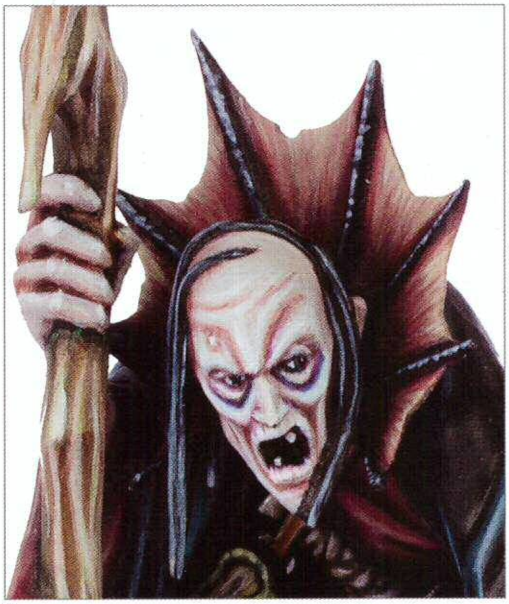

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1 "The model's base was a chance to add a little extra character to the miniature," says Brian,"so I opted to make it looked like a freshly robbed grave, complete with loamy soil and a freshly unearthed skeleton."

2 "The Necromancer's head is drooping, like a vulture sitting in a tree and watching his prey," says Brian. "The high collar that frames his head looks like the ruff of feathers around a vulture's neck."

Brian: Michael has touched on something that really resonates with me as a miniatures designer, which is seeing how people take my models and use them. There's no higher praise for a miniature you have sculpted than for someone to spend their money on it, and then invest time assembling and painting it. Seeing the Necromancer entered into painting competitions and in people's armies is gratifying. We've found ways to get the very best from plastic, and the popularity of it among our collectors shows that it's a wonderful material to work with.

As for the model itself, it was an absolute joy to work on. Something I really like about him is how my initial idea seemed to work really well. I imagine that the Necromancer is a bit like a vulture; you know, living on the dead. I've echoed that in his appearance – the long sleeves suggest the vulture's drooping wings and the Necromancer's staff, while it does have a little bit of scythe to it, is intended to be reminiscent of the withered trees that vultures might sit upon. Both connect strongly with someone who dabbles with undeath.

Brian Nelson has sculpted a multitude of models, from Griffons to Wizards and from Orcs to Orks.

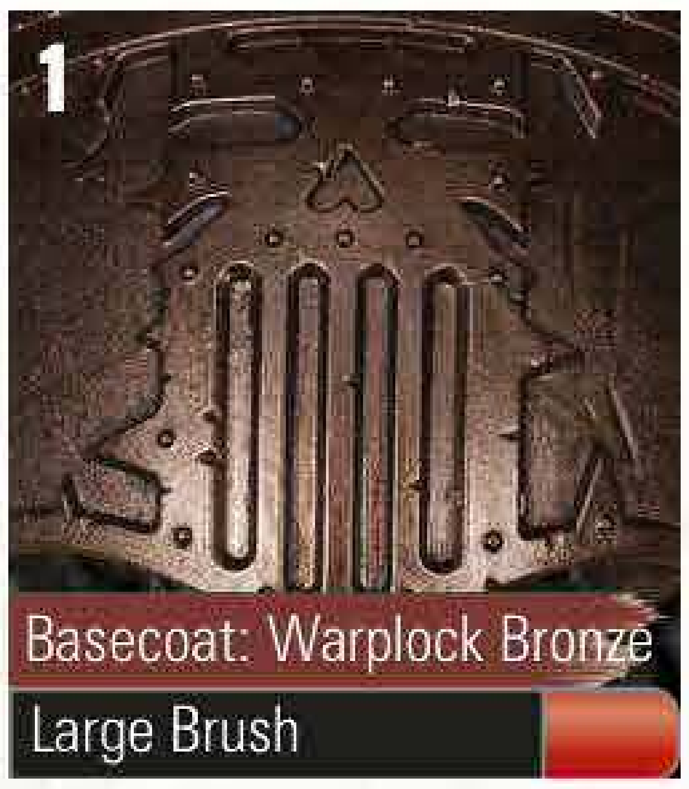
PAINT SPLATTER

Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

KHORNE LORD OF SKULLS

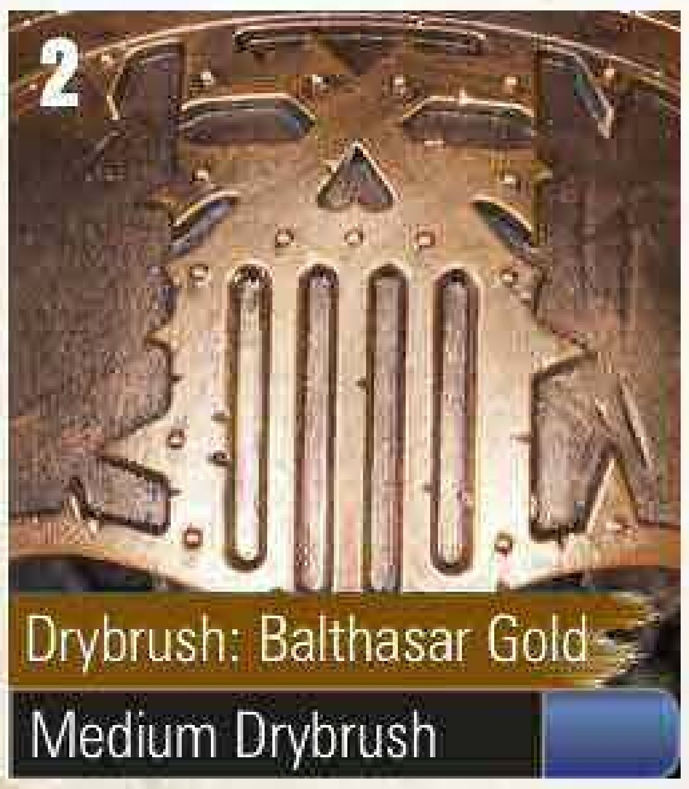
Andrew: When I saw the hobby team's Lord of Skulls, I knew at once that was how I would paint my own. As well as showing me how to paint it, hobby mastermind Steve Bowerman advised me to build it as two sub-assemblies: the tracks and the body. This breaks the task of painting a large model into smaller jobs, and allowed me to get at the hard-to-reach components before it was all glued together. The whole model was then basecoated Warplock Bronze and the brass trim painted first.

Brass


1

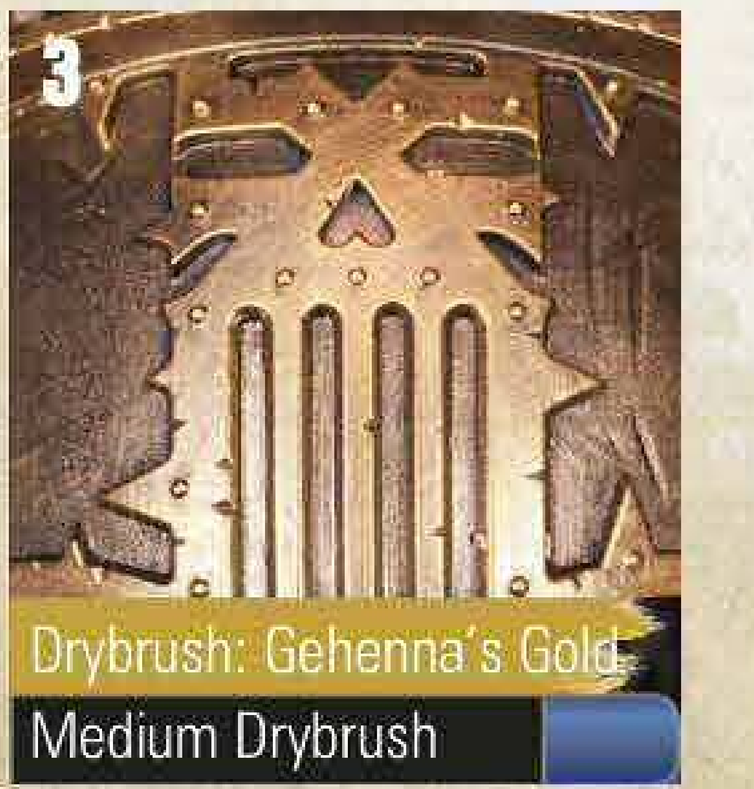
Basecoat: Warplock Bronze

Large Brush


2

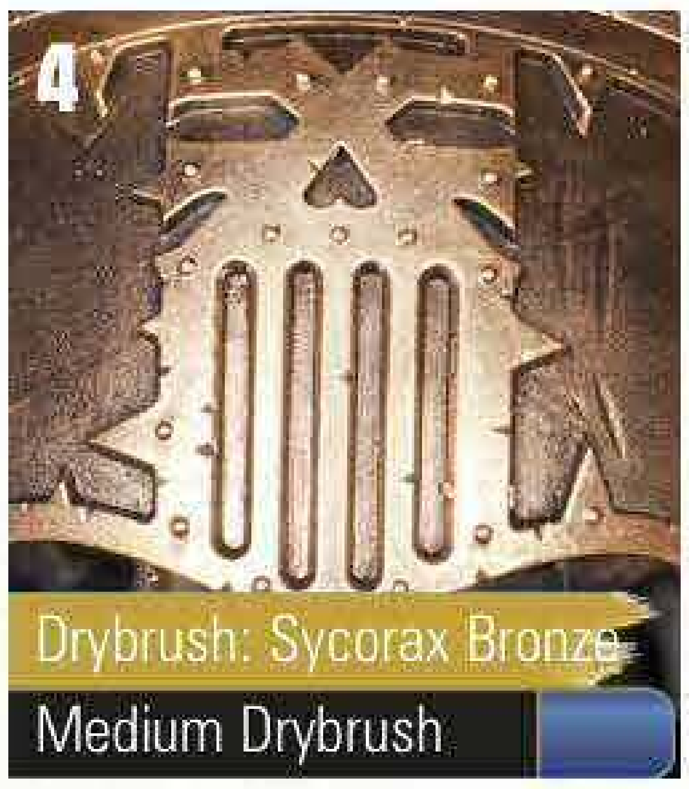
Drybrush: Balthasar Gold

Medium Drybrush


3

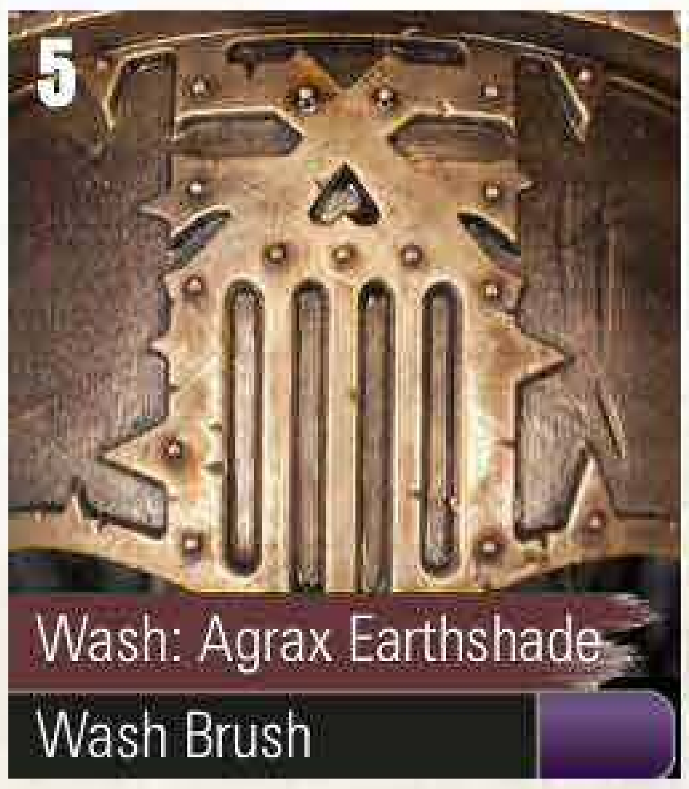
Drybrush: Gehenna's Gold

Medium Drybrush


4

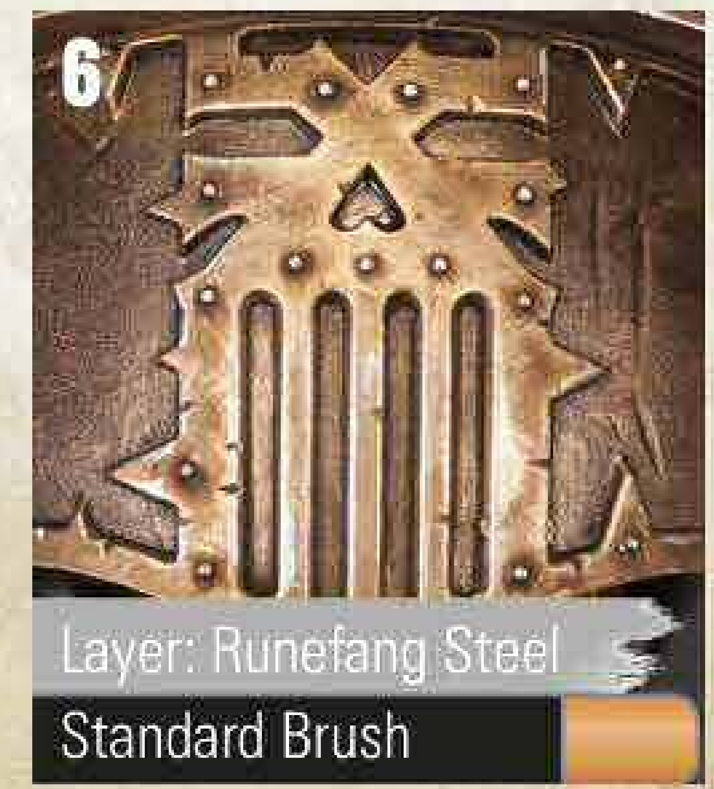
Drybrush: Sycorax Bronze

Medium Drybrush


5

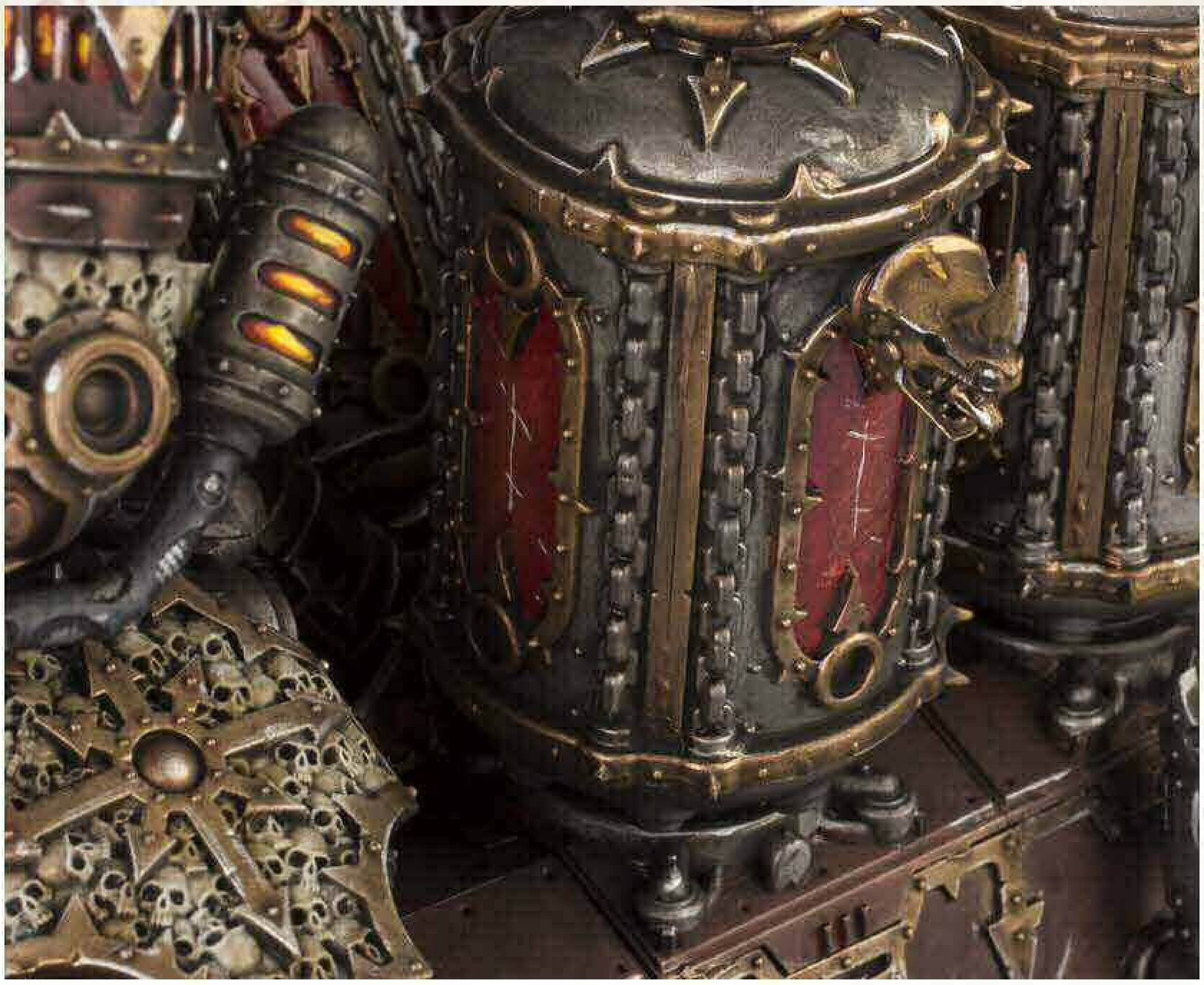
Wash: Agrax Earthshade

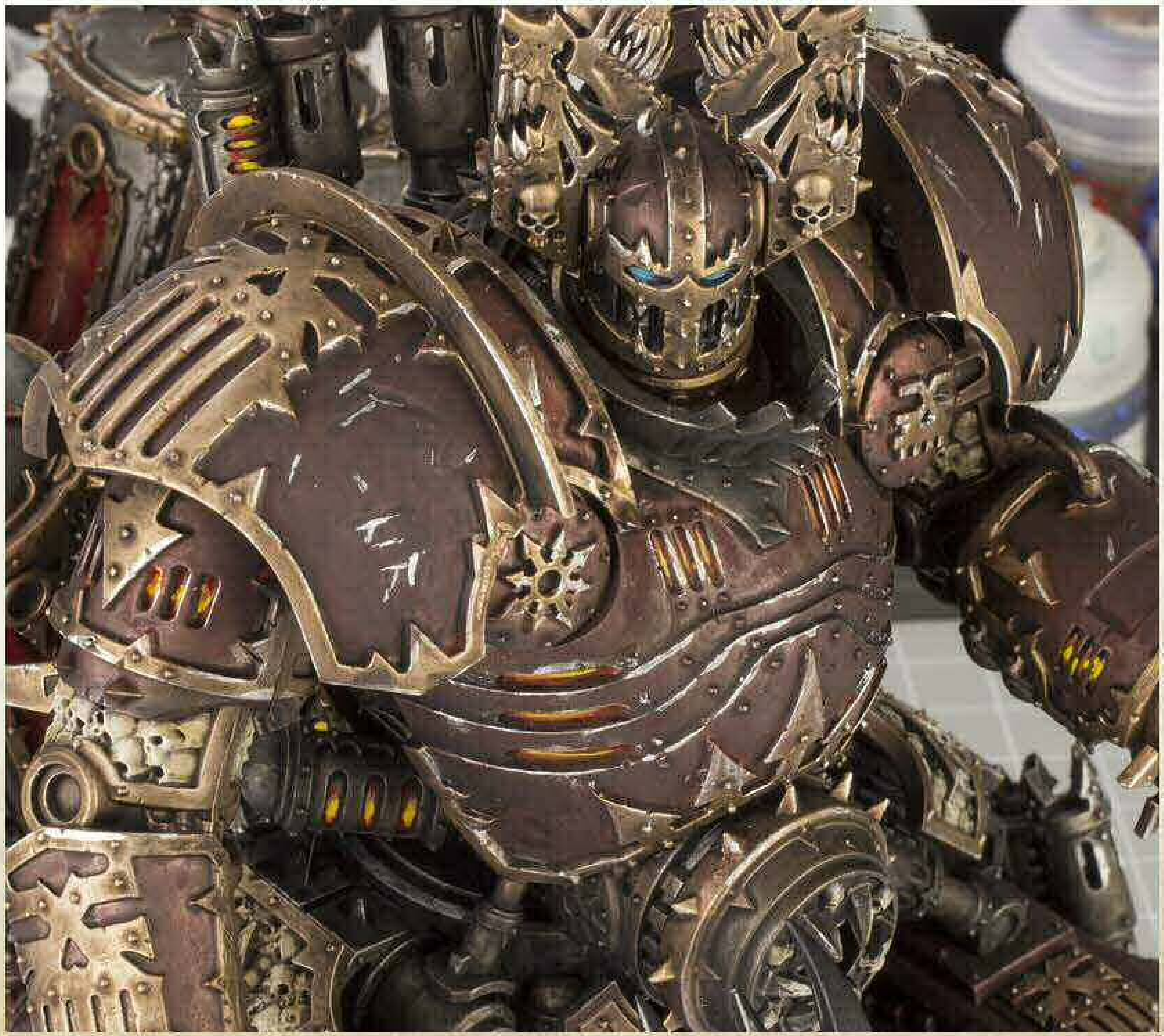
Wash Brush


6

Layer: Runefang Steel

Standard Brush

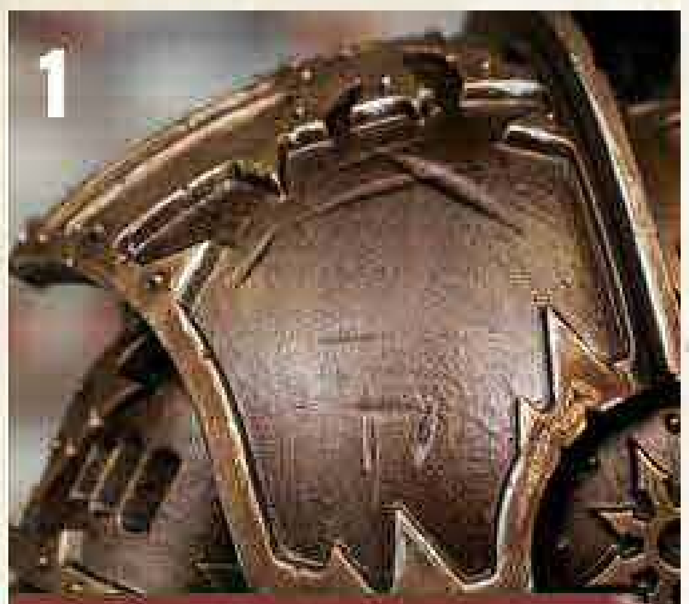


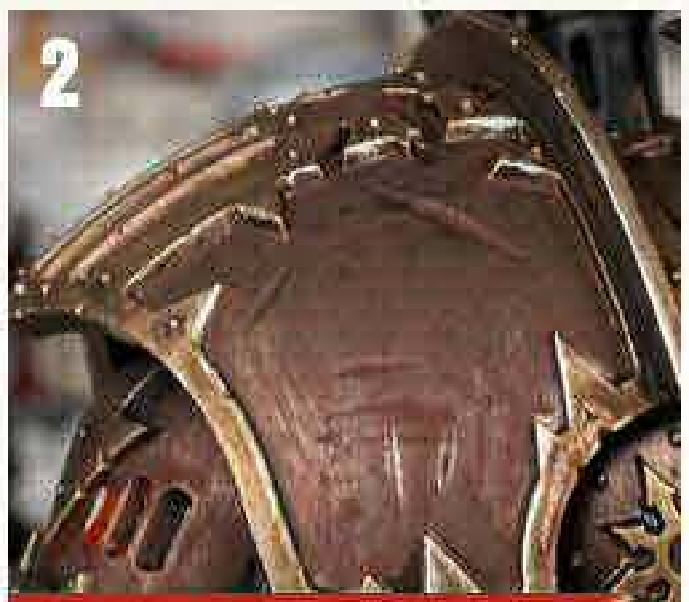


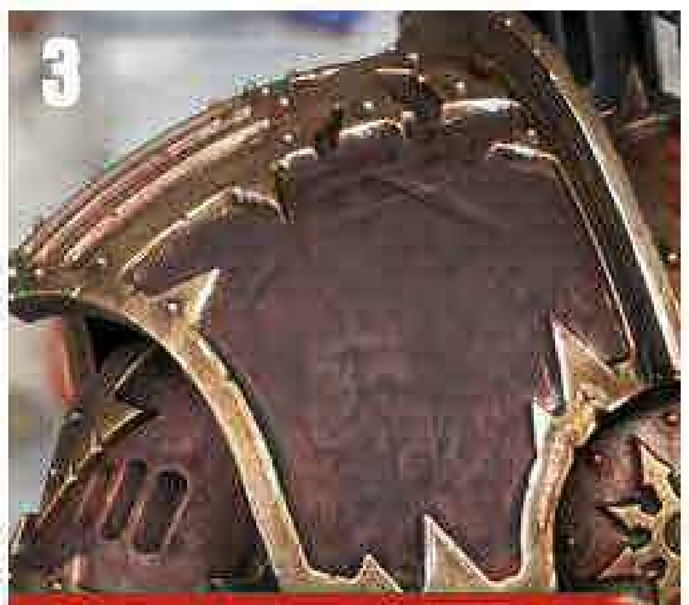
KHORNE LORD OF SKULLS DETAILS

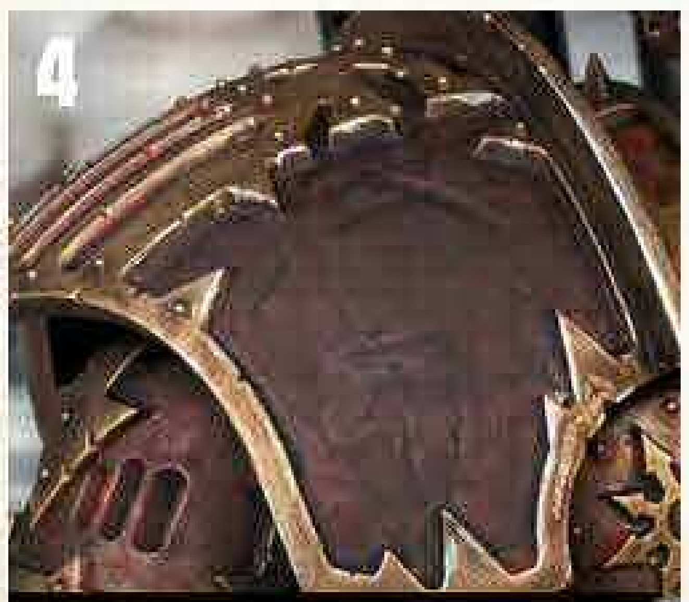
Once the brass trim had been painted on the whole model – messily, with a drybrush – all of the separate details could then be painted. First up though, each of these areas needed to be re-basecoated to cover the mess from the drybrushing, including the red panelling. The technique for obtaining that lovely deep red is really quite simple and ingenious – a glaze followed by a wash over the basecoat.

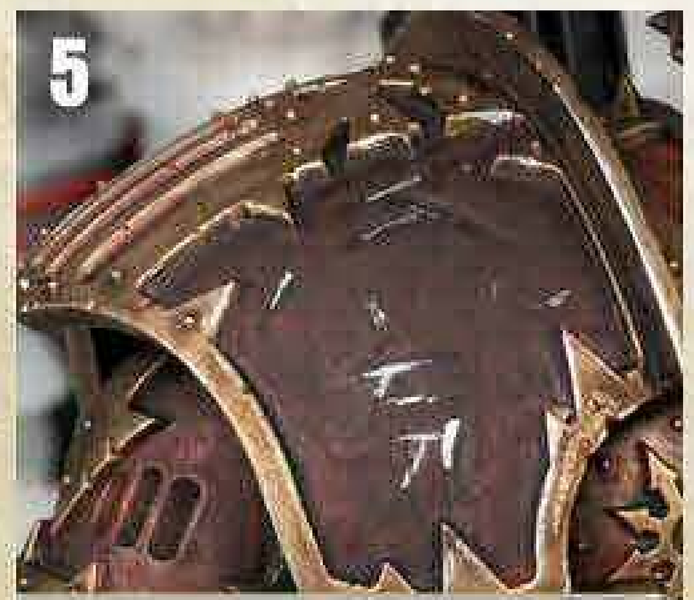
Red Panels

1

Basecoat: Warplock Bronze
Basecoat Brush

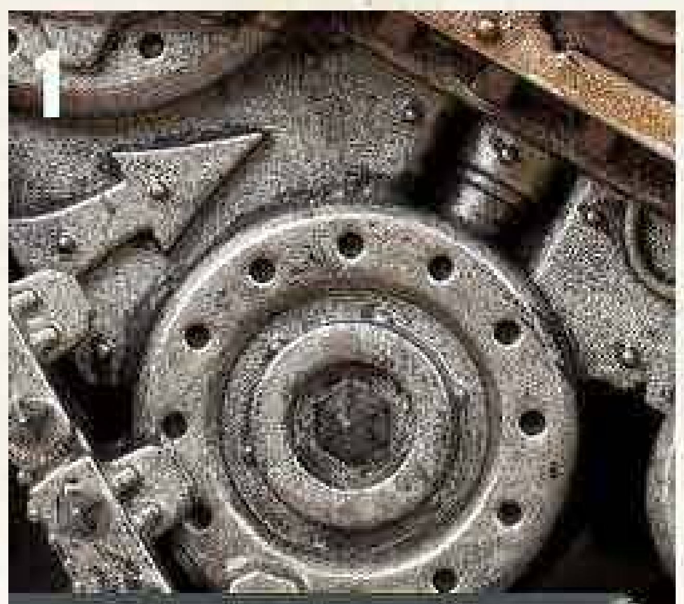
2

Glaze: Bloodletter
Wash Brush

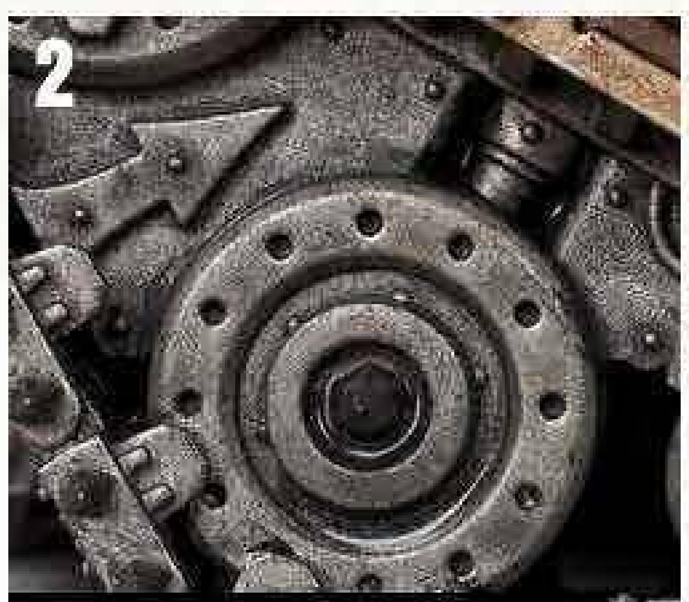
3

Wash: Carroburg Crimson
Wash Brush

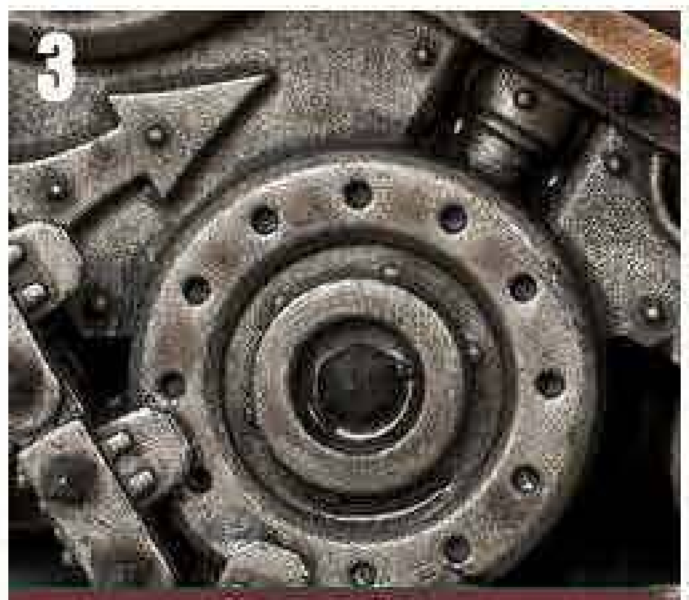
4

Wash: Nuln Oil
Standard Brush

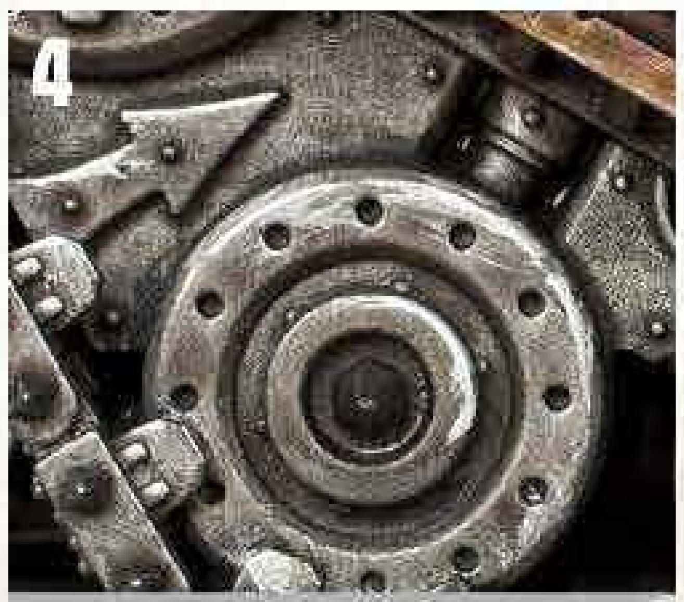
5

Layer: Runefang Steel
Detail Brush

Steel

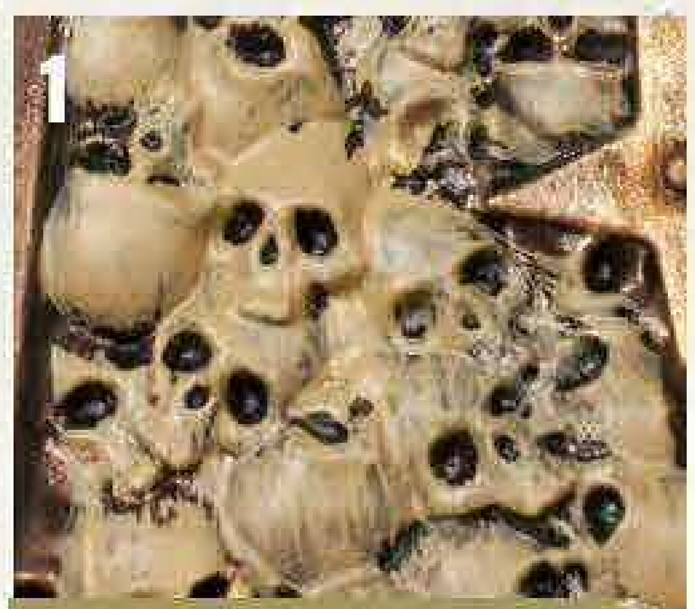
1

Basecoat: Leadbelcher
Large Brush

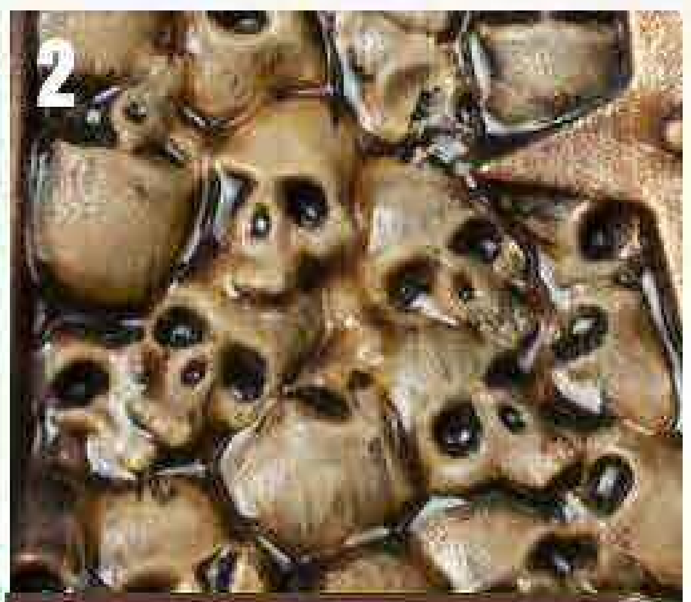
2

Wash: Nuln Oil
Wash Brush

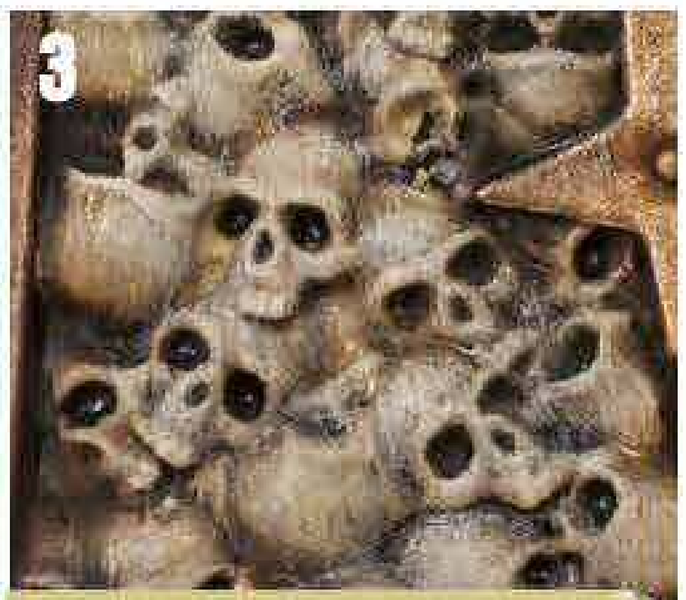
3

Wash: Agrax Earthshade
Fine Detail Brush

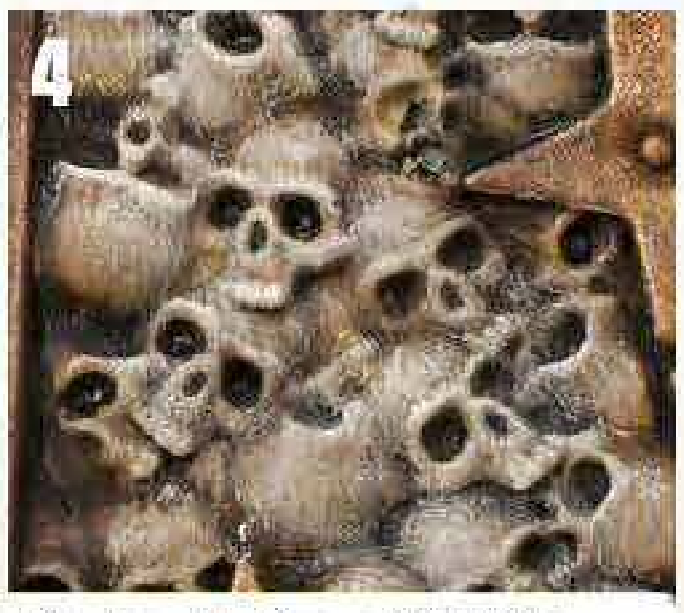
4

Layer: Runefang Steel
Detail Brush

Skulls

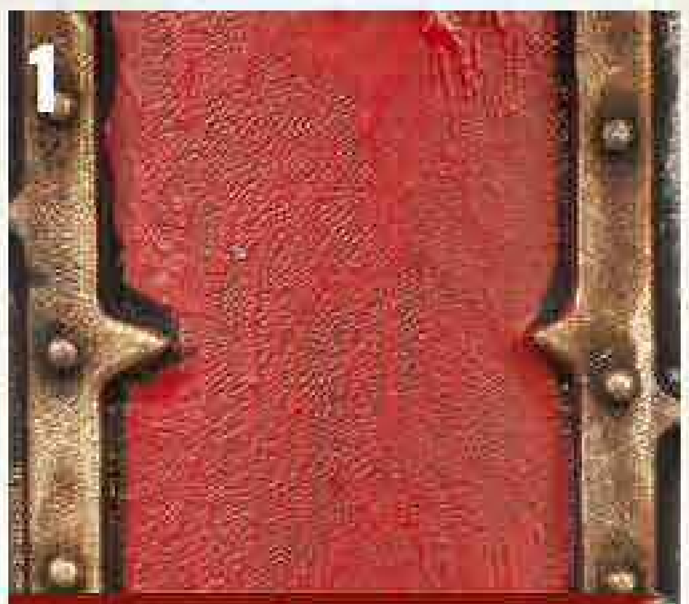
1

Basecoat: Zandri Dust
Basecoat Brush

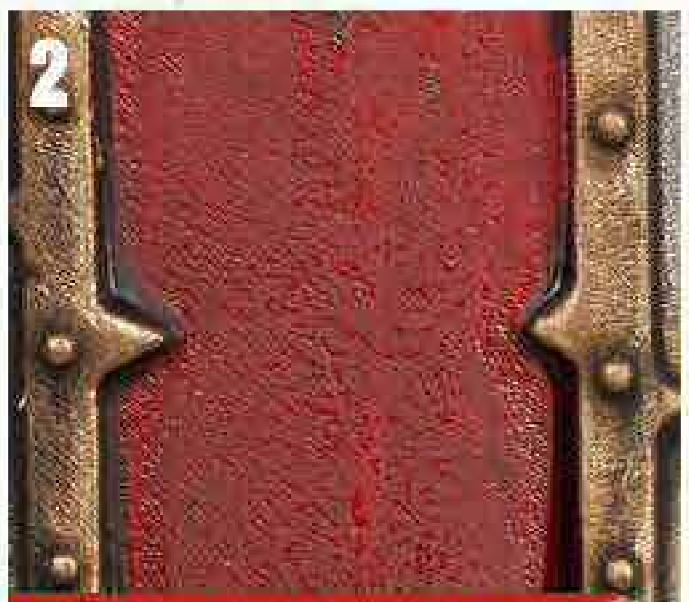
2

Wash: Agrax Earthshade
Wash Brush

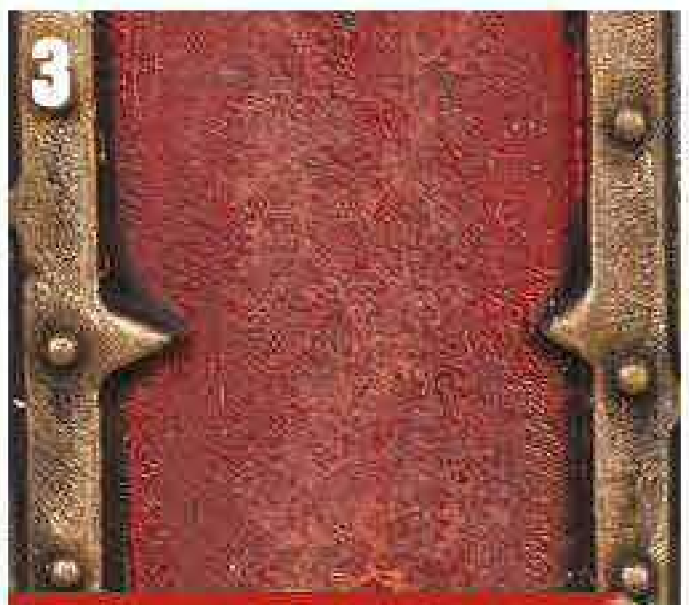
3

Drybrush: Tyrant Skull
Medium Drybrush

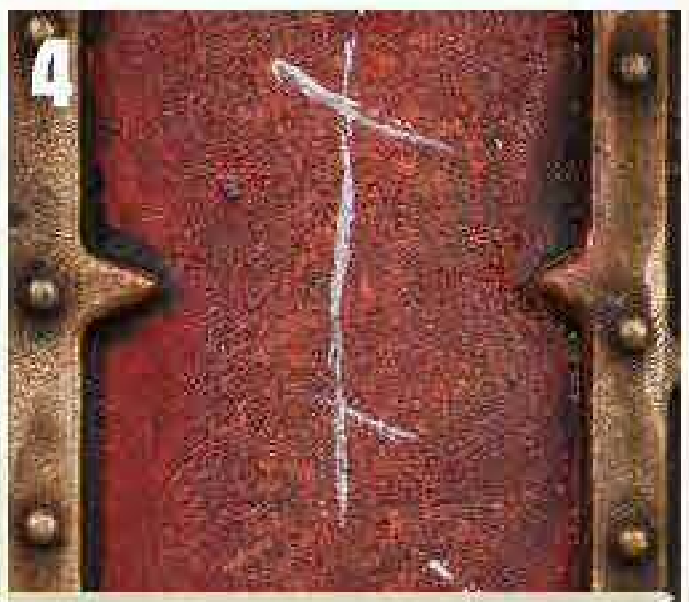
4

Drybrush: Praxeti White
Medium Drybrush

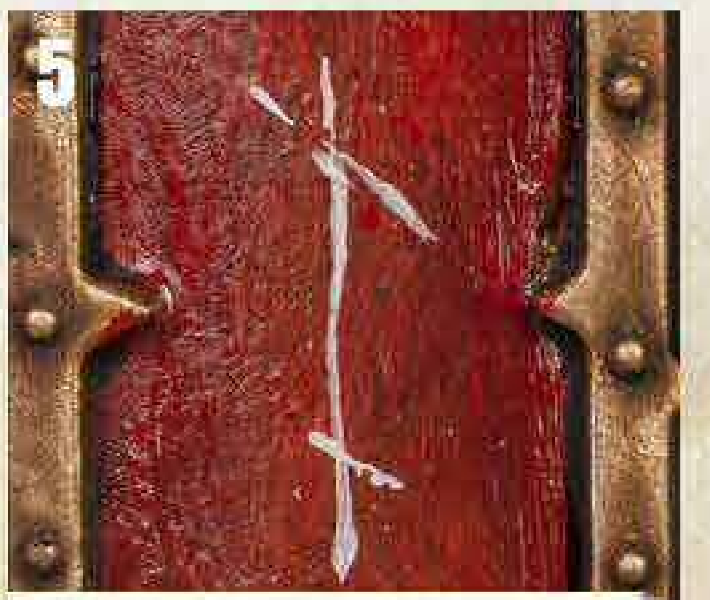
Blood Tanks

1

Basecoat: Mephiston Red
Basecoat Brush

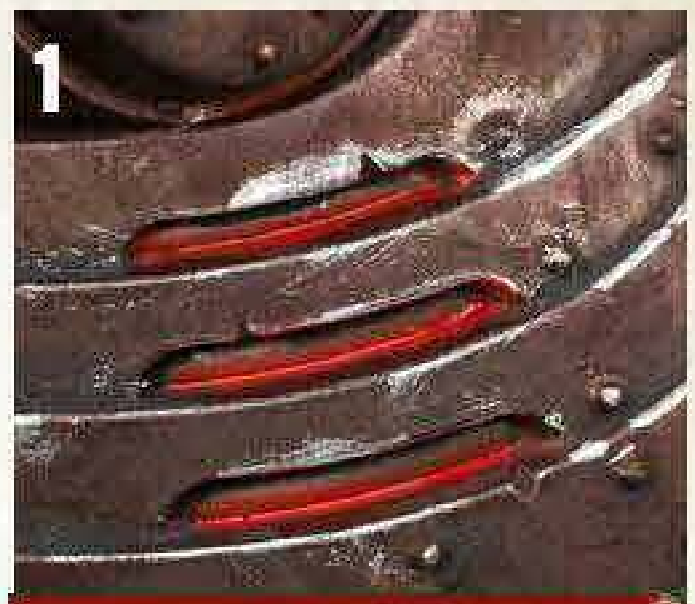
2

Wash: Carroburg Crimson
Wash Brush

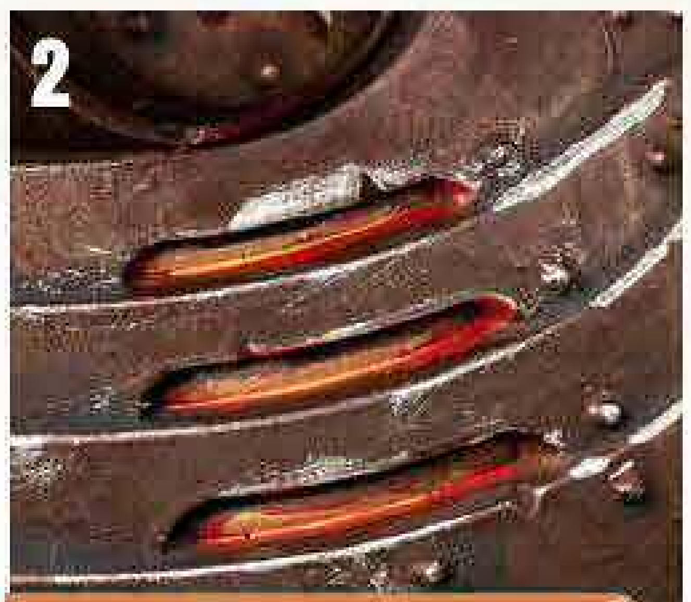
3

Stipple: Wild Rider Red
Stippling Brush

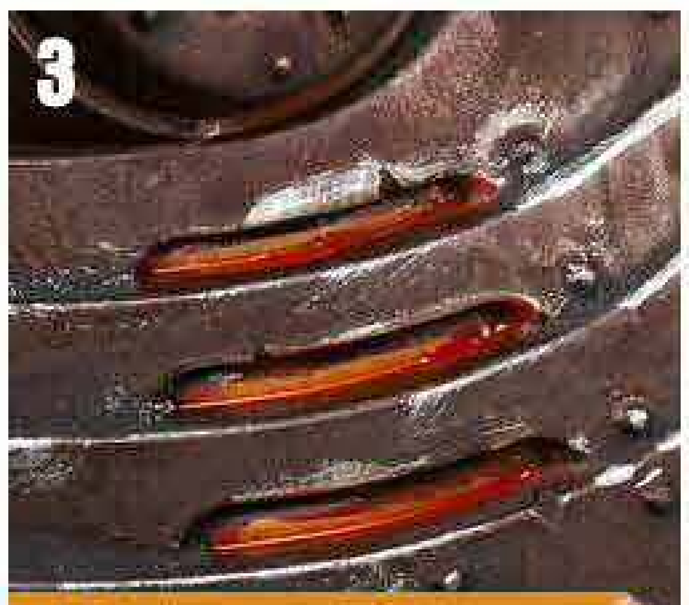
4

Layer: Pallid Wych Flesh
Fine Detail Brush

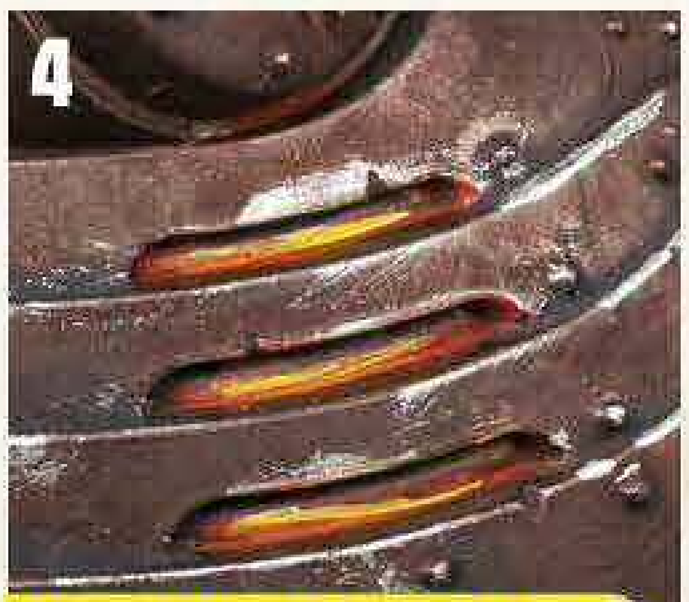
5

Layer: 'Ardcoat
Standard Brush

Daemonic Glow

1

Basecoat: Mephiston Red
Detail Brush

2

Layer: Fire Dragon Bright
Fine Detail Brush

3

Wash: Fuegan Orange
Standard Brush

4

Layer: Flash Gitz Yellow
Fine Detail Brush

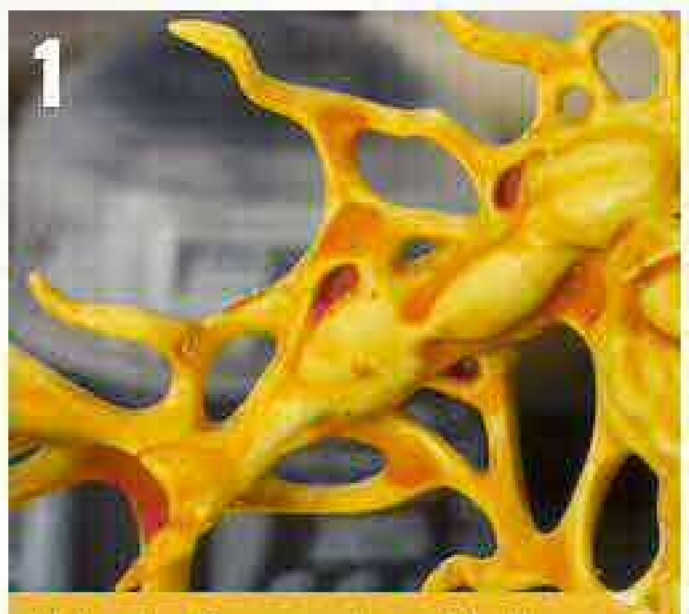
NECRON TESSERACT VAULT

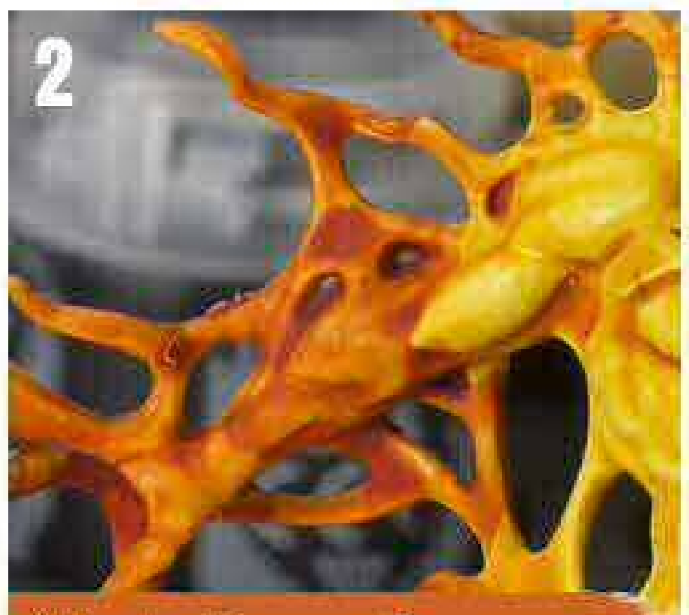
The Tesseract Vault may seem like an epic undertaking, but it's surprisingly quick to get painted with a couple of simple colour schemes and techniques; the ones Jes used tied his Vault in with the Necron vehicles in the rest of his collection.

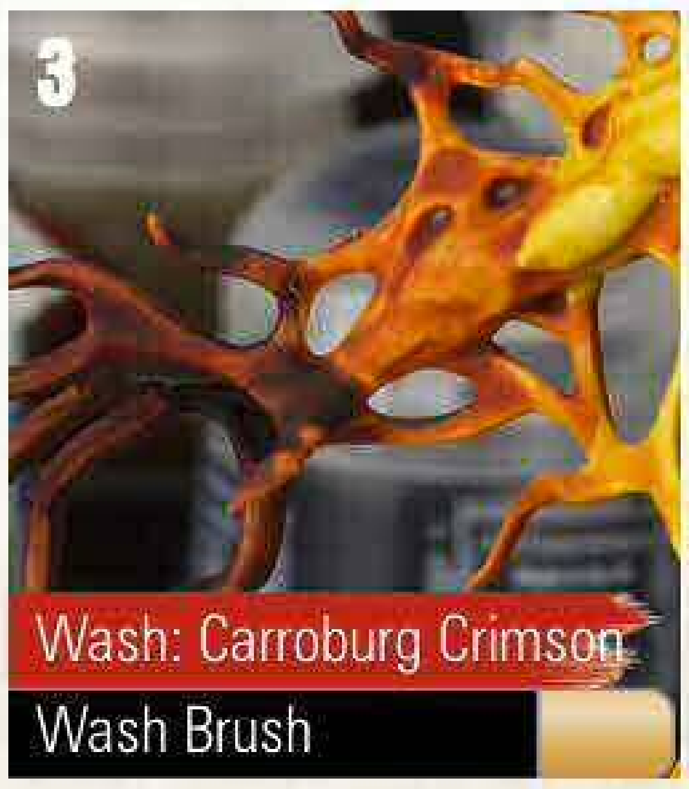
Jes painted the majority of his Vault a tarnished silver, while the various power sources were a sickly green. The Canoptek Leeches that continually reconstruct the Vault as it's demolished by the C'tan inside sport blue carapaces. The most time-consuming elements here are the final edge highlights of the Leech carapaces.

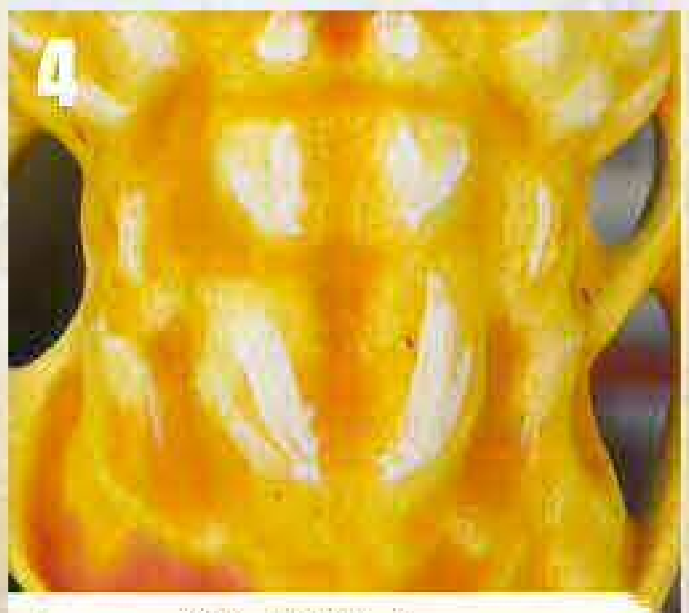
The C'tan held captive in the centre of the Vault was similarly straightforward, consisting of three consecutive washes over a Skull White undercoat, and then a final layer of Skull White to highlight the muscle definition on the C'tan torso, legs and face. The first wash of Casandora Yellow was applied to the entirety of the C'tan, then Fuegan Orange was applied to the arms, hands and tendrils, and then finally Carroburg Crimson was washed over the hands and trailing edges of the tendrils. The end result is fiery and dramatic.

C'tan

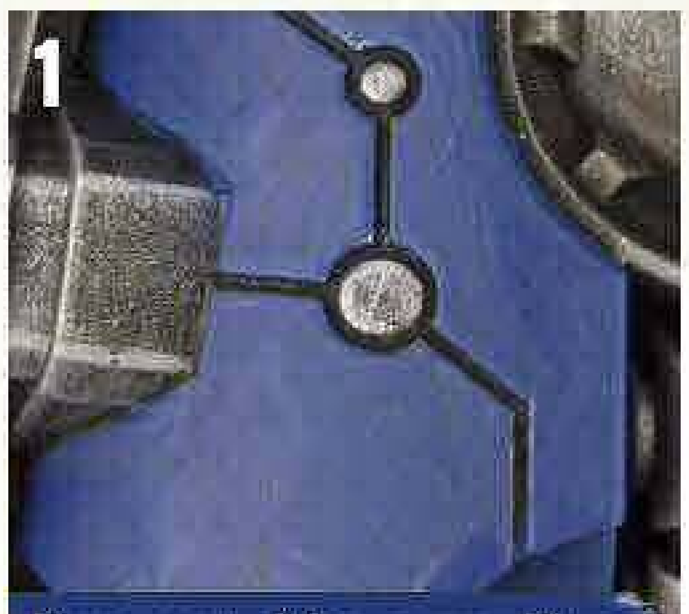
1

Wash: Casandora Yellow
Wash Brush

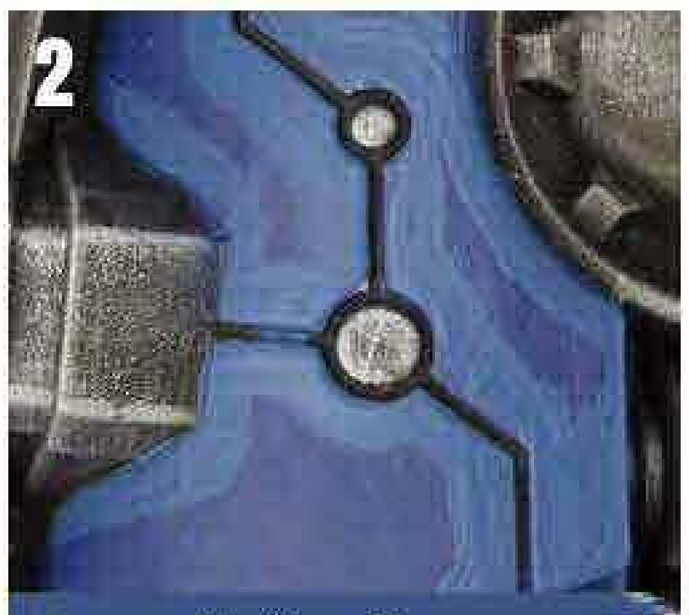
2

Wash: Fuegan Orange
Wash Brush

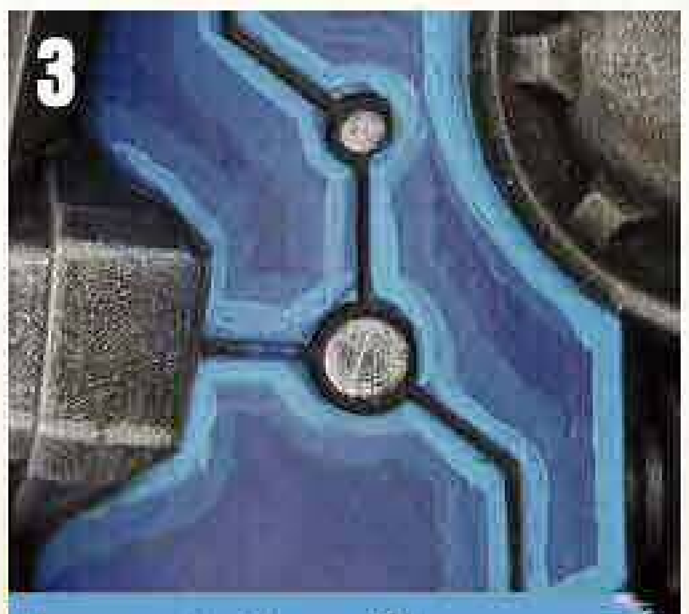
3

Wash: Carroburg Crimson
Wash Brush

4

Layer: Skull White
Fine Detail Brush

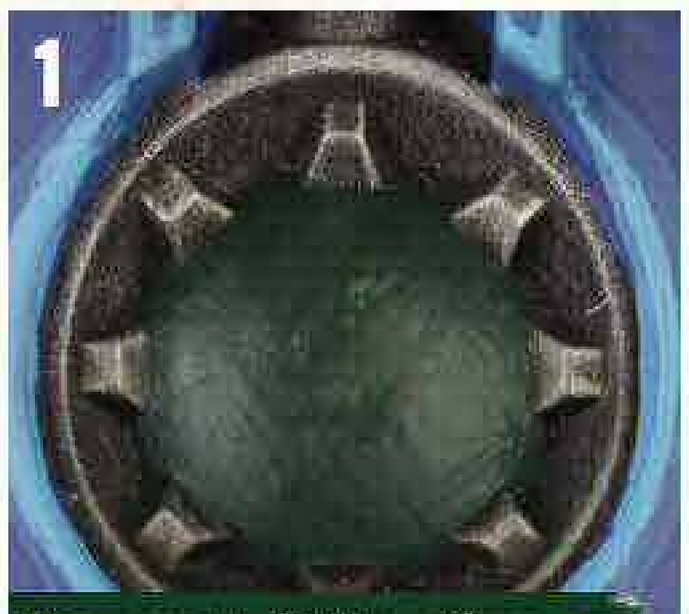
Canoptek Leech

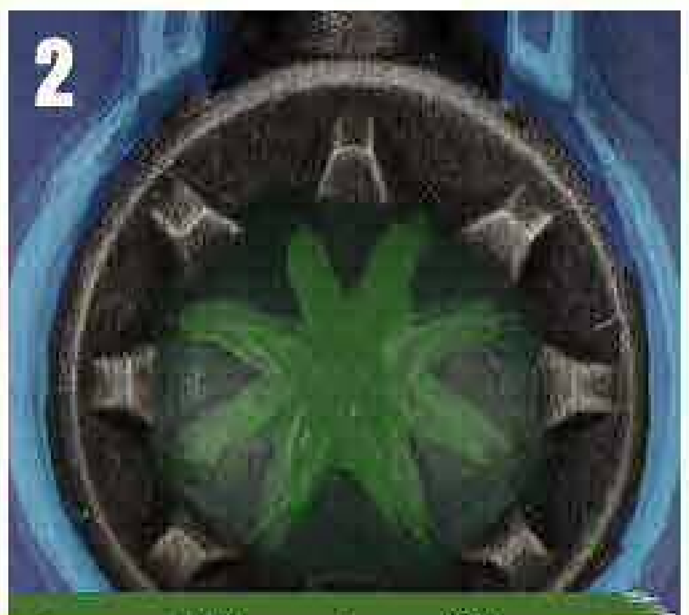
1

Basecoat: Macragge Blue
Basecoat Brush

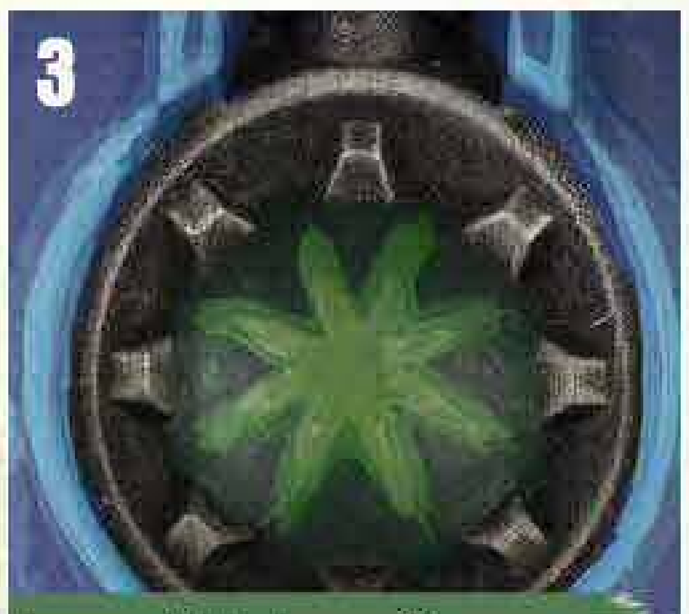
2

Layer: Alaitoc Blue
Detail Brush

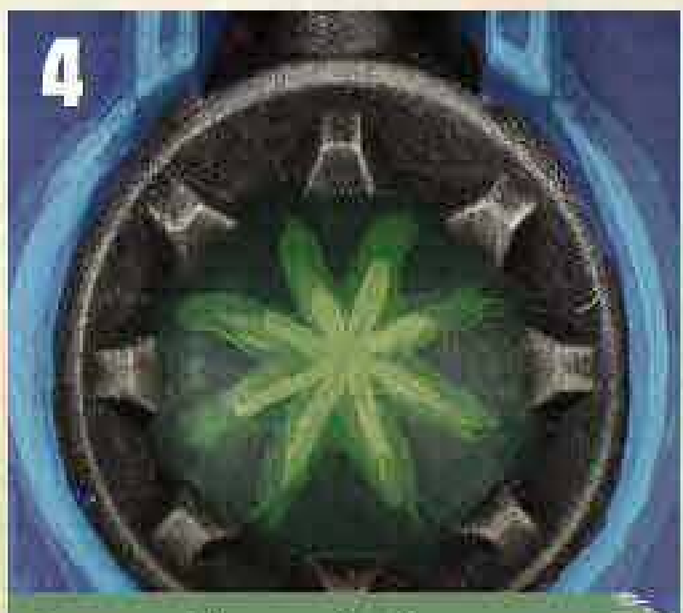
3

Layer: Lothern Blue
Fine Detail Brush

Power Sources

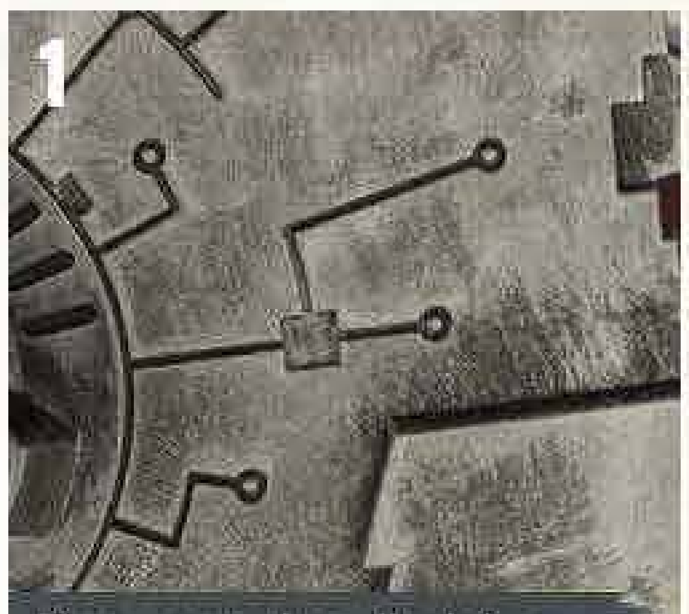
1

Basecoat: Caliban Green
Basecoat Brush

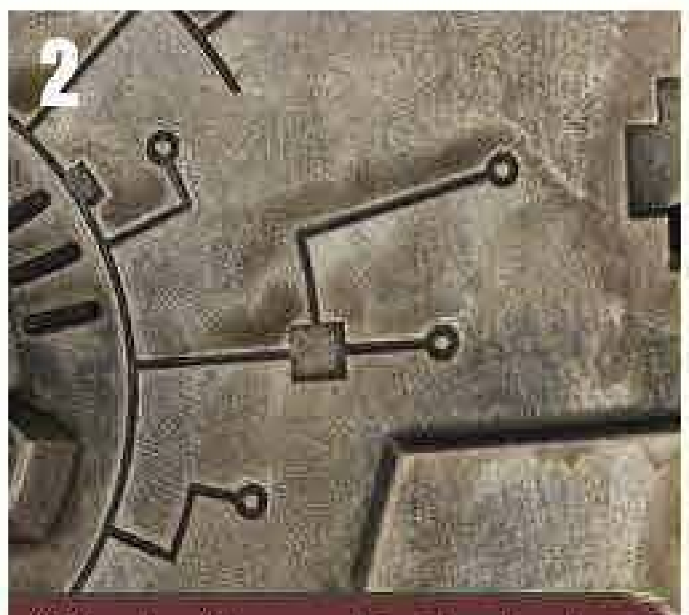
2

Layer: Warpstone Glow
Standard Brush

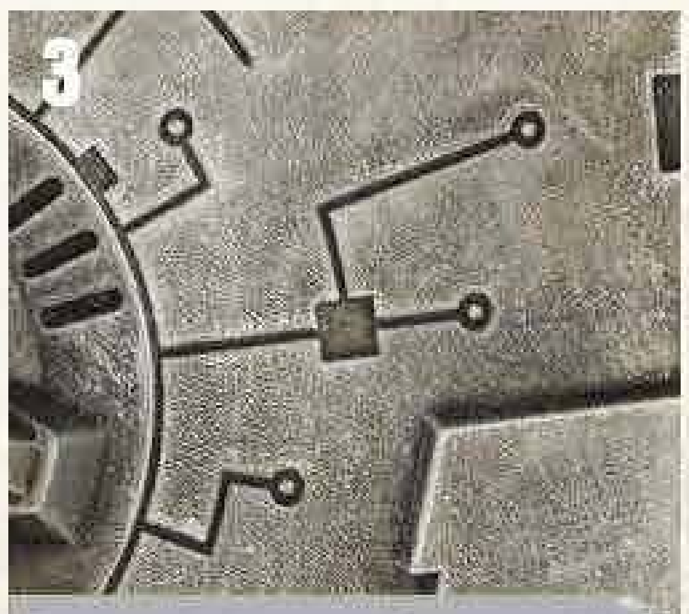
3

Layer: Warboss Green
Detail Brush

4

Layer: Skarsnik Green
Fine Detail Brush

Armour Plates

1

Basecoat: Leadbelcher
Large Drybrush

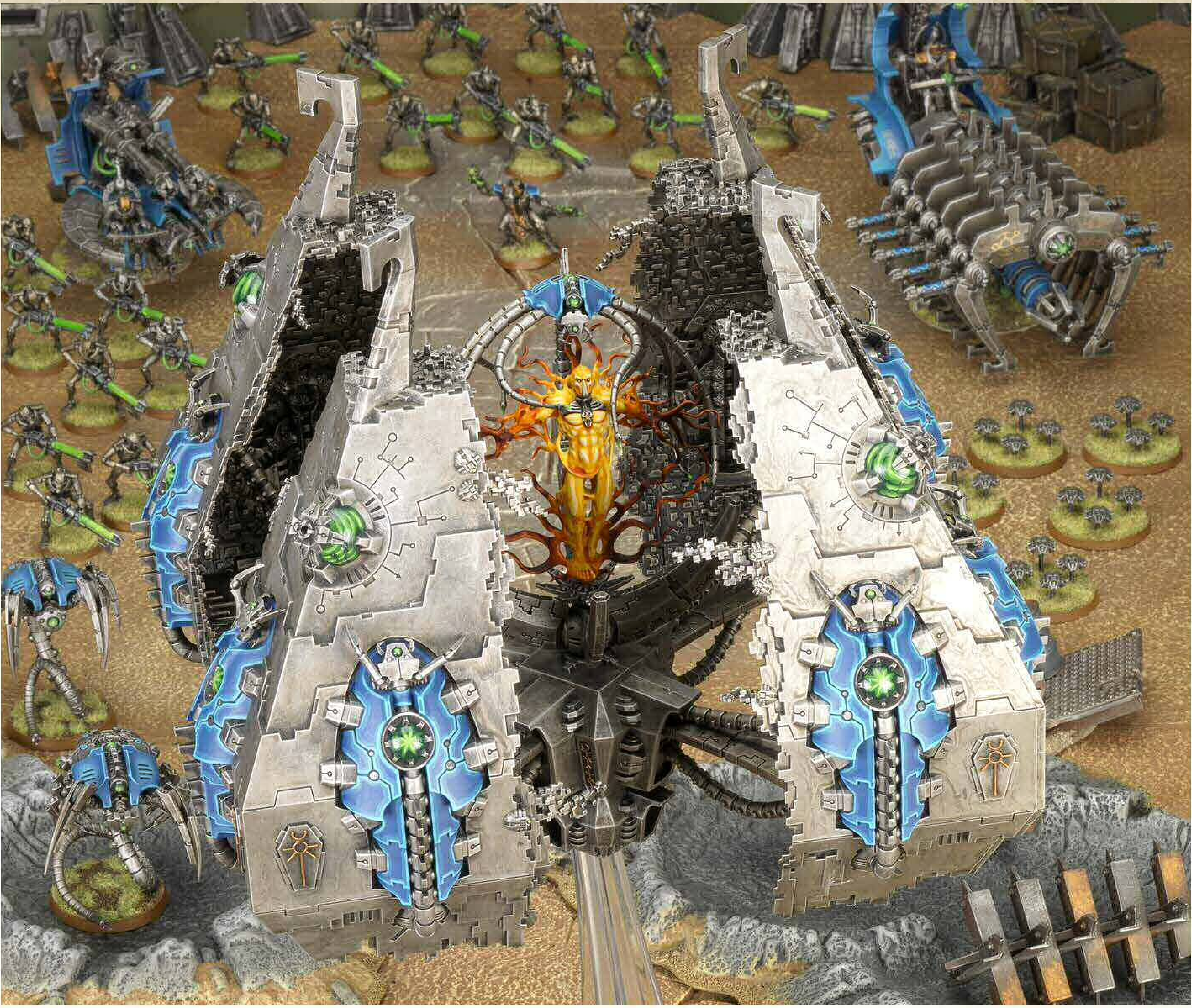
2

Wash: Agrax Earthshade
Wash Brush

3

Drybrush: Necron Compound
Large Drybrush

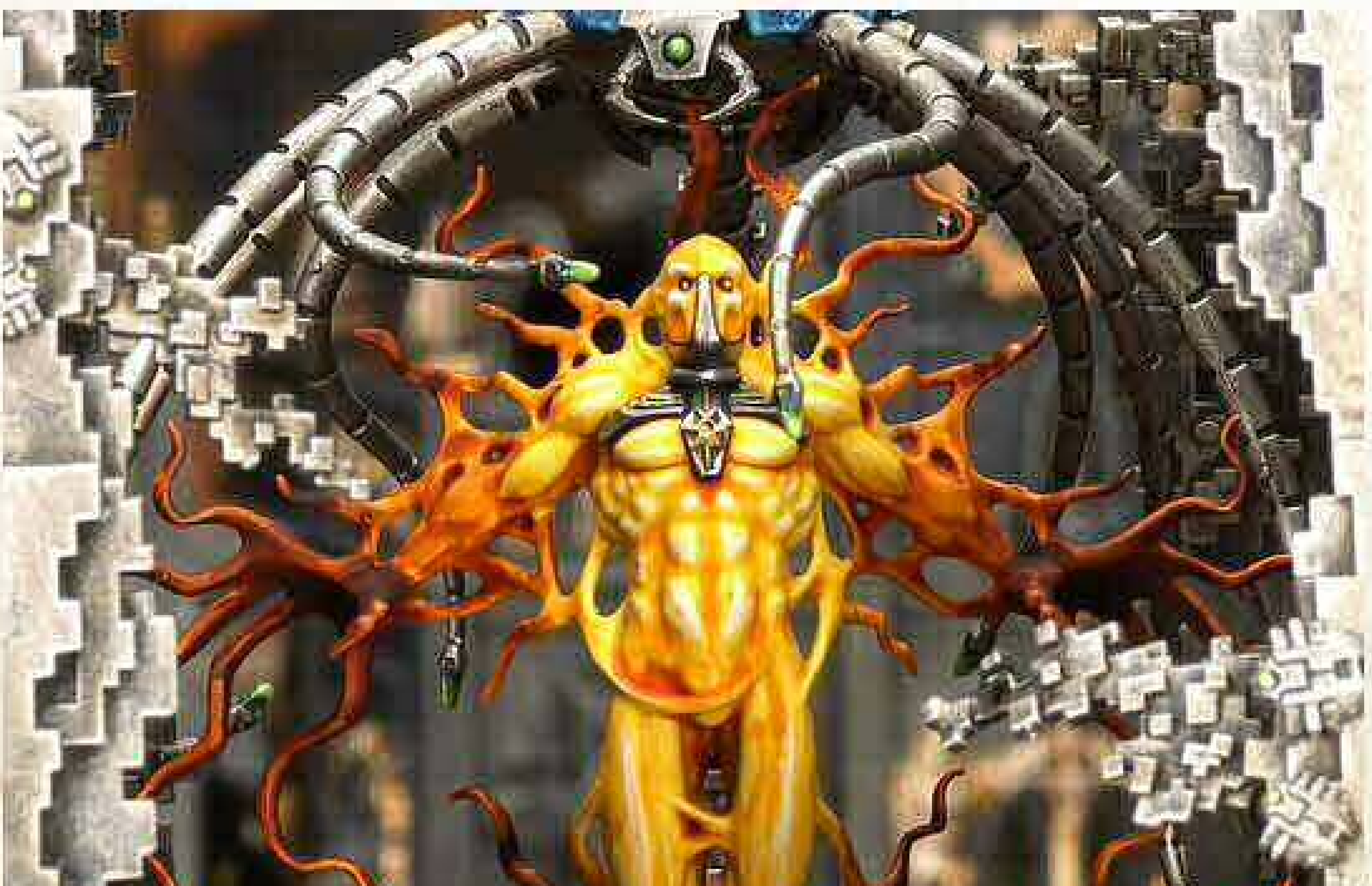
A Guide to our Techniques

Throughout Paint Splatter we refer to six different techniques: Basecoat, Wash, Layer, Drybrush, Glaze and Basing. You can find more information about using these techniques in How to Paint Citadel Miniatures, along with many more helpful painting tips and tricks.

1



2



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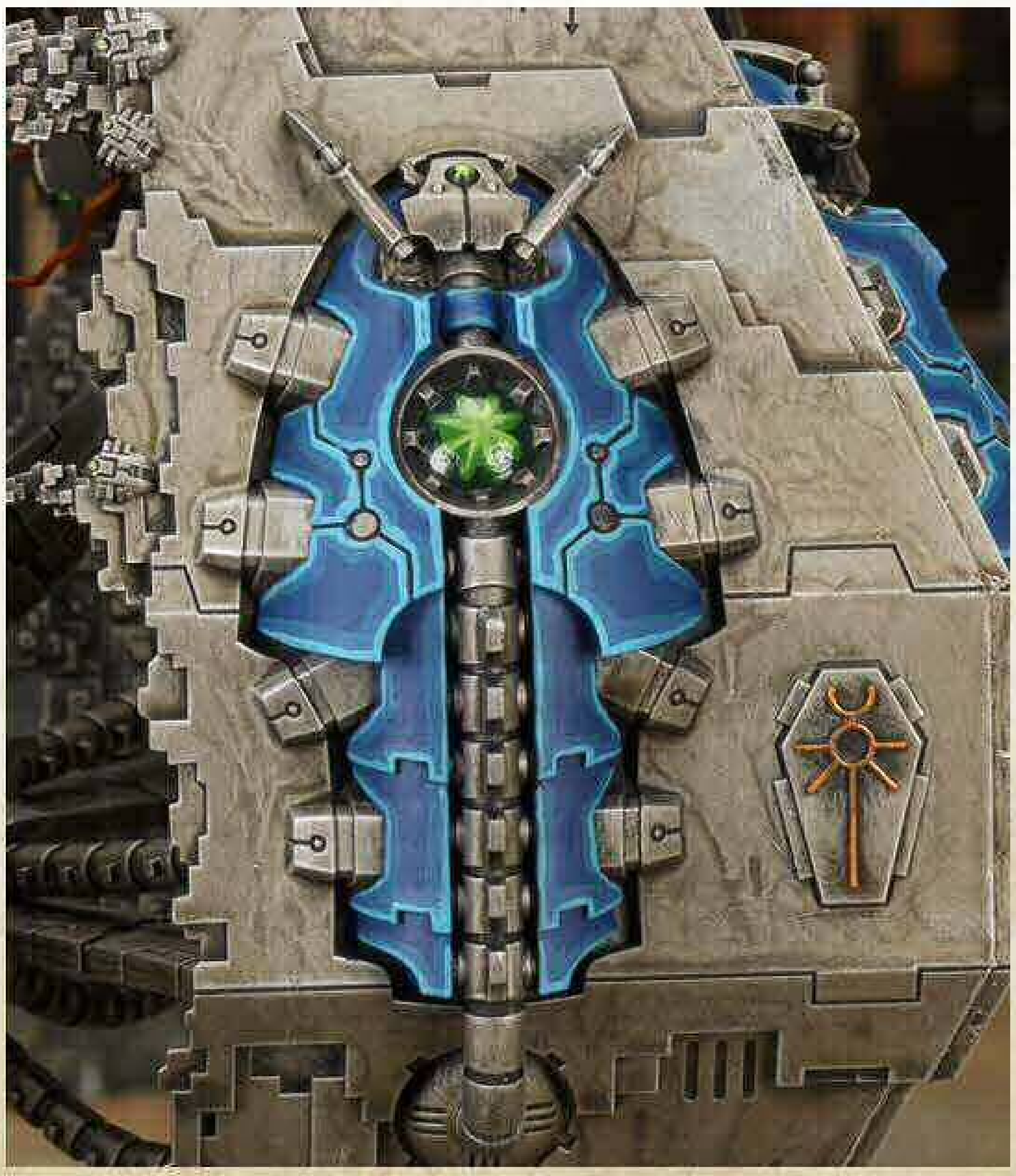


1 Jes' Tesseract Vault uses the same silver and blue colour scheme as the other vehicles and units in his Necron army.

2 The C'tan in the centre of the Vault was painted using three washes over a white undercoat, with the face, torso and upper arms and legs highlighted with Skull White.

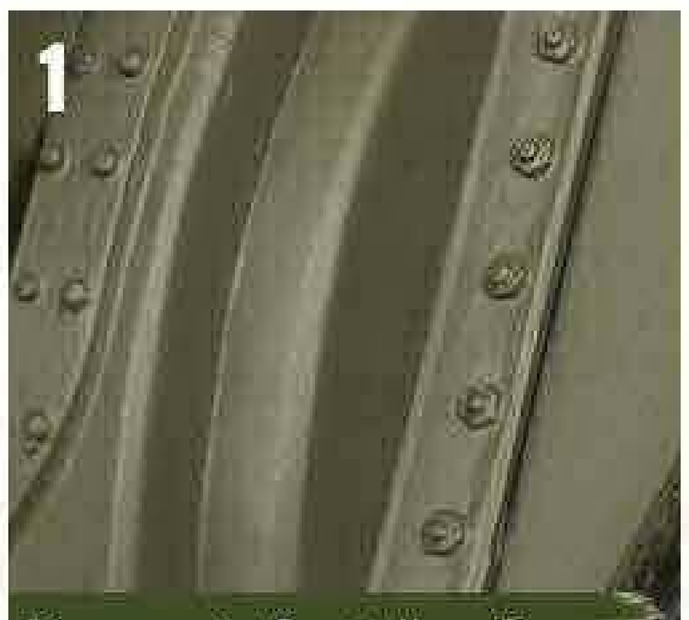
3 Jes finished off all the green power source nodes on the Vault with a layer of 'Ardcoat for a gloss finish.

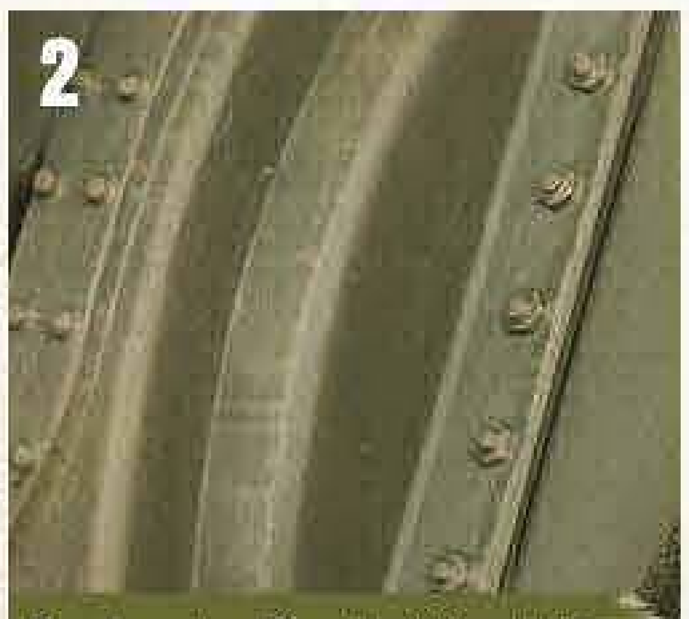
AQUILA STRONGPOINT

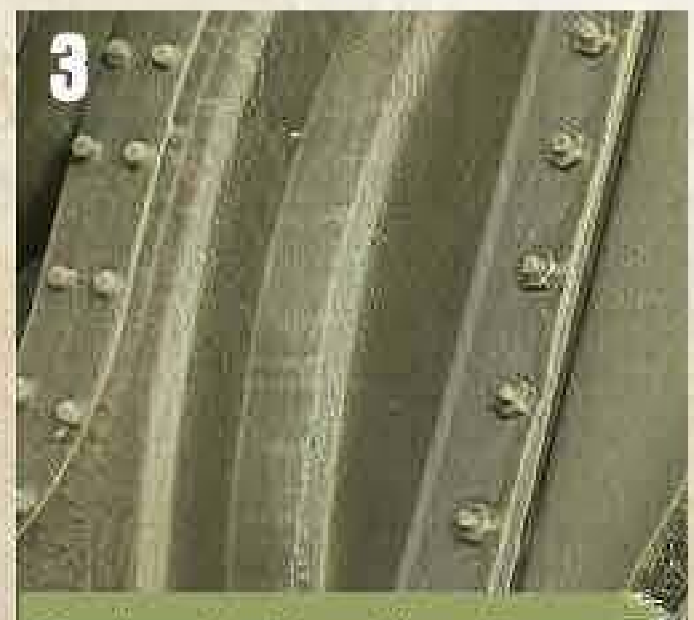
In this month's Battle Report, the White Dwarf team fought over a huge battlefield, the centrepiece of which was a massive Imperial fortress. Always keen to get his paintbrush dirty, scenery maestro Dave Andrews gathered the hobby products team together and, between the six of them, they built and painted the entire building complex in just two days.

"When painting such a massive amount of terrain," comments Dave, "it's much easier to paint it in components and stick it together later. In this case, two of the lads sprayed the main body of the buildings green while the rest of us set to work drybrushing the metalwork silver. Once all the components were painted we stuck them together with superglue. My top tip for painting scenery, though, is to drybrush as much as possible. We used decorating brushes about an inch wide to paint these buildings in super-fast time. A Large Drybrush will do the job just as well, however, it will just take a little longer!"

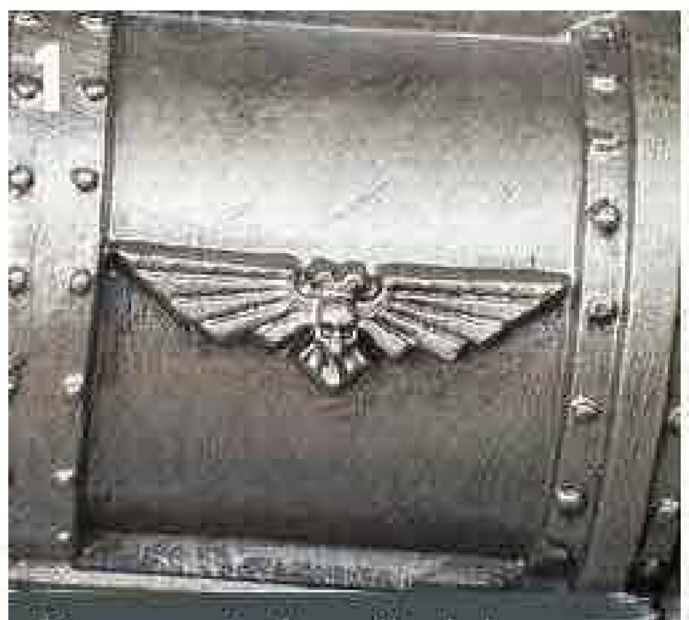
Green Armour

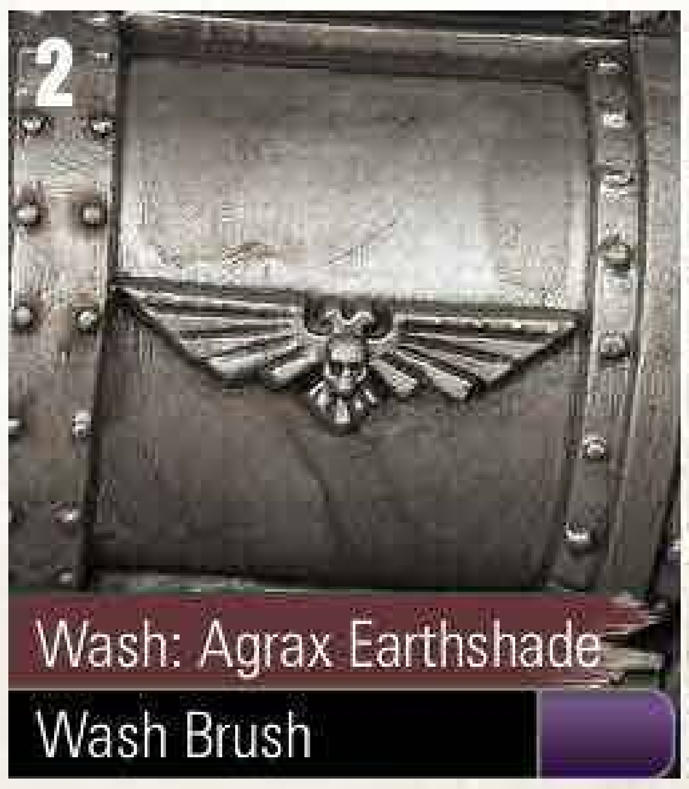

1
Basecoat: Castellan Green
Citadel Spray Gun

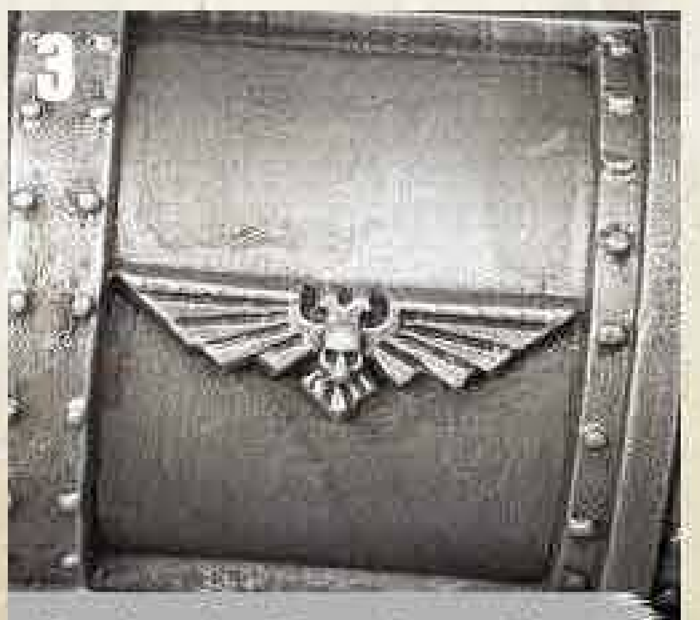

2
Drybrush: Death World Fores
Large Drybrush


3
Drybrush: Nurgling Green
Large Drybrush

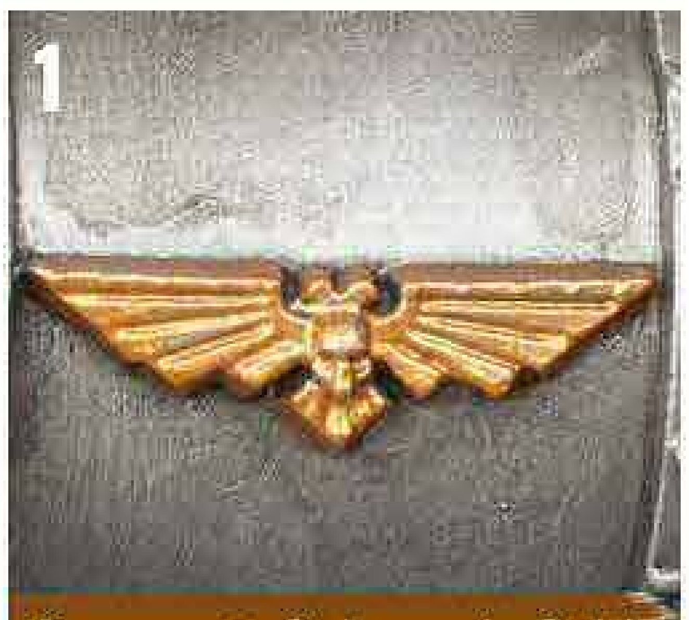
Gunmetal

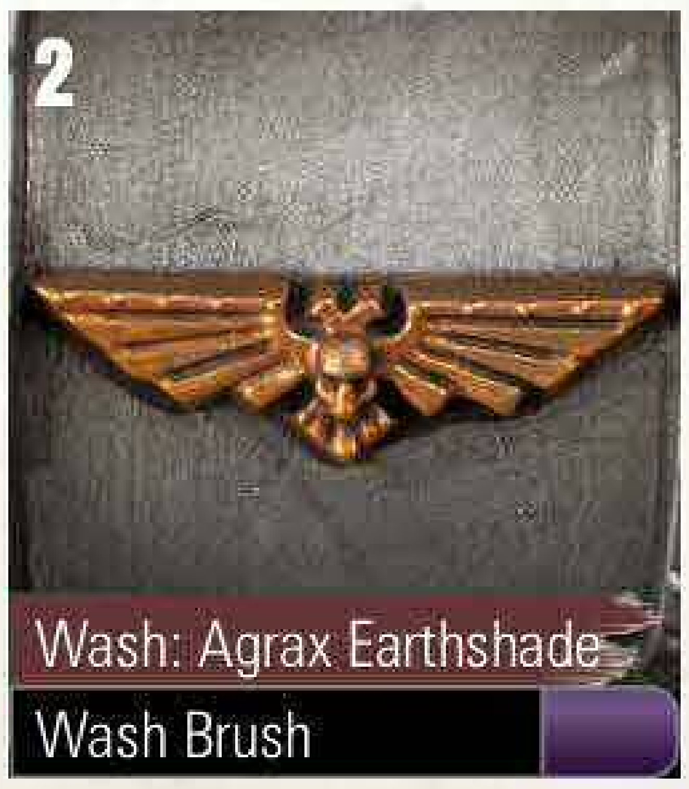

1
Basecoat: Leadbelcher
Large Drybrush

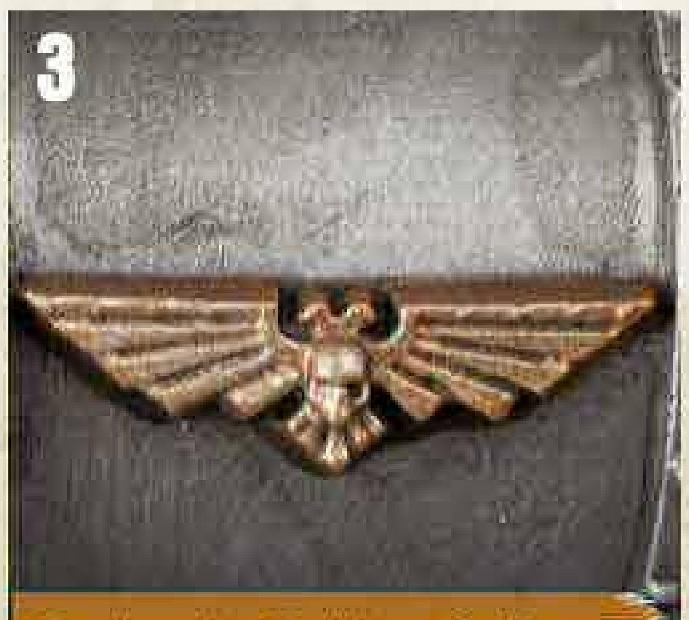

2
Wash: Agrax Earthshade
Wash Brush


3
Drybrush: Runefang Steel
Large Drybrush

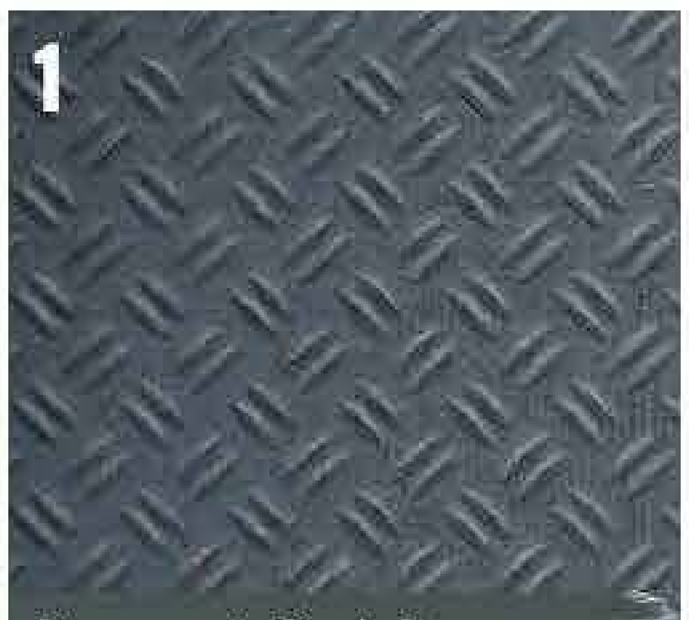
Gold Aquilas

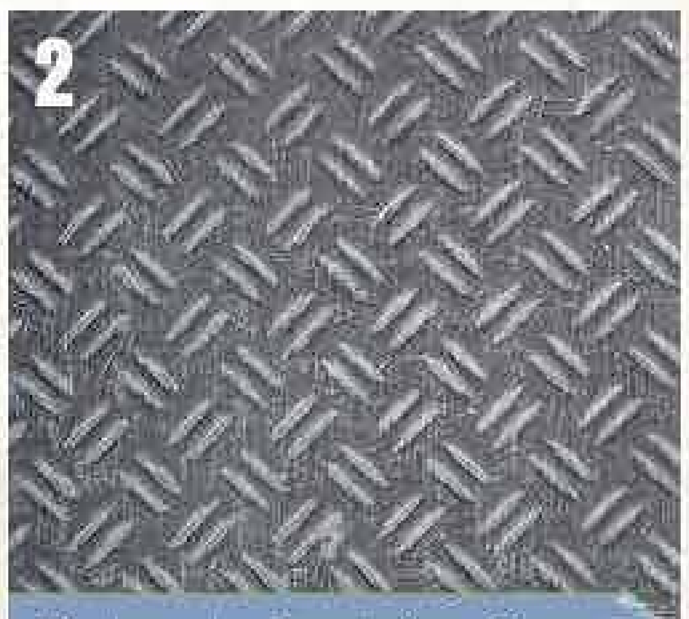

1
Basecoat: Gehenna's Gold
Standard Brush


2
Wash: Agrax Earthshade
Wash Brush

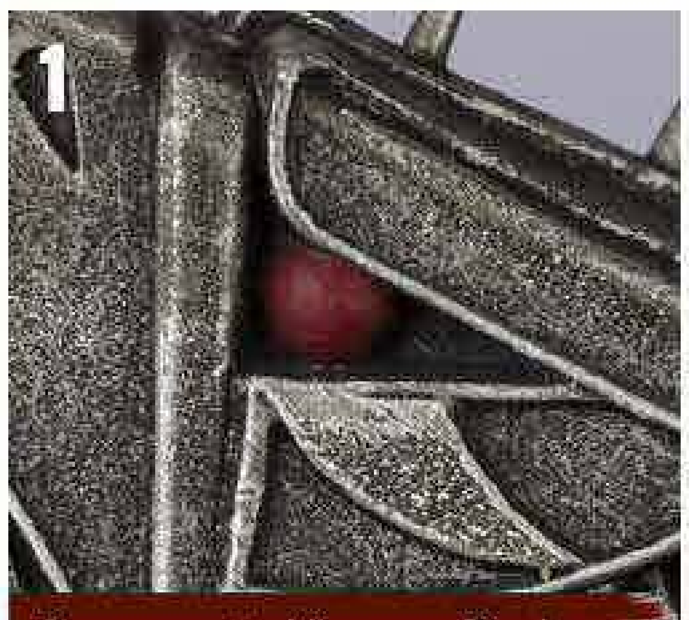

3
Drybrush: Golden Griffon
Small Drybrush

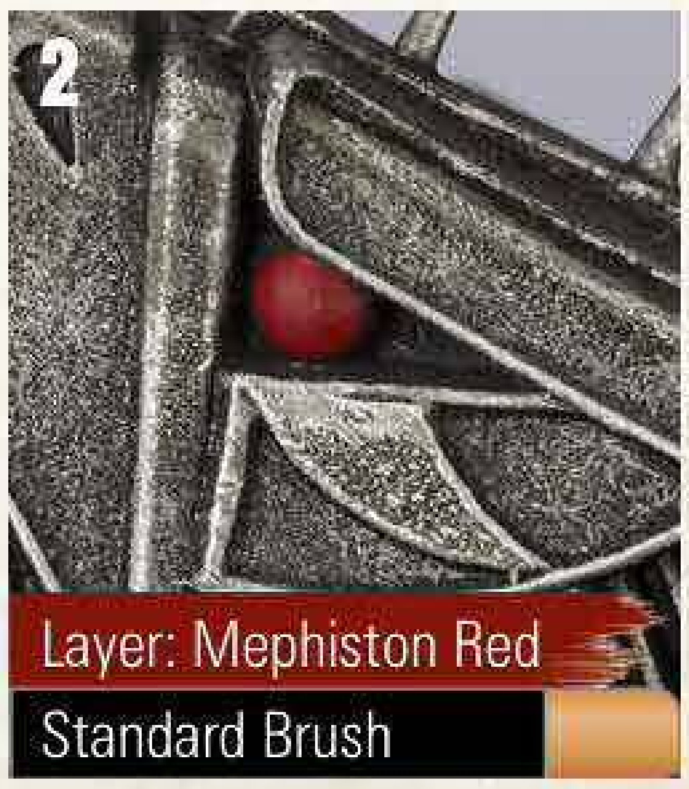
Deck Plating

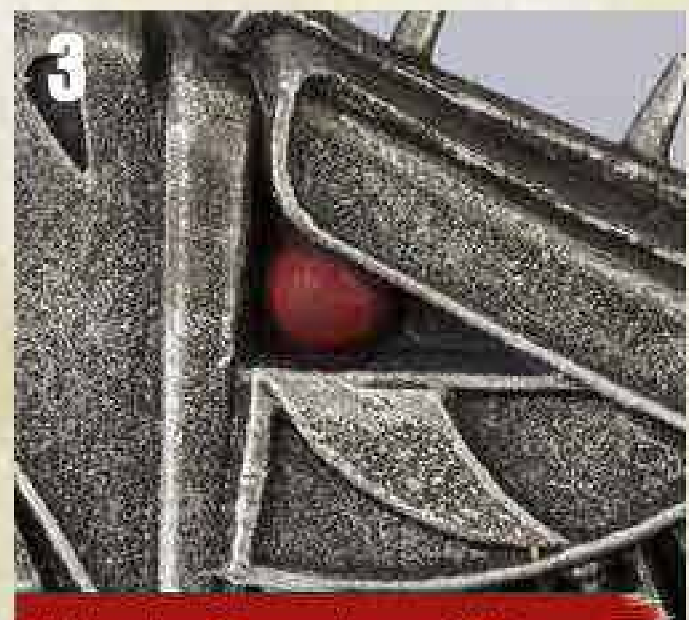

1
Basecoat: Dark Reaper
Basecoat Brush


2
Drybrush: Fenrisian Grey
Large Drybrush

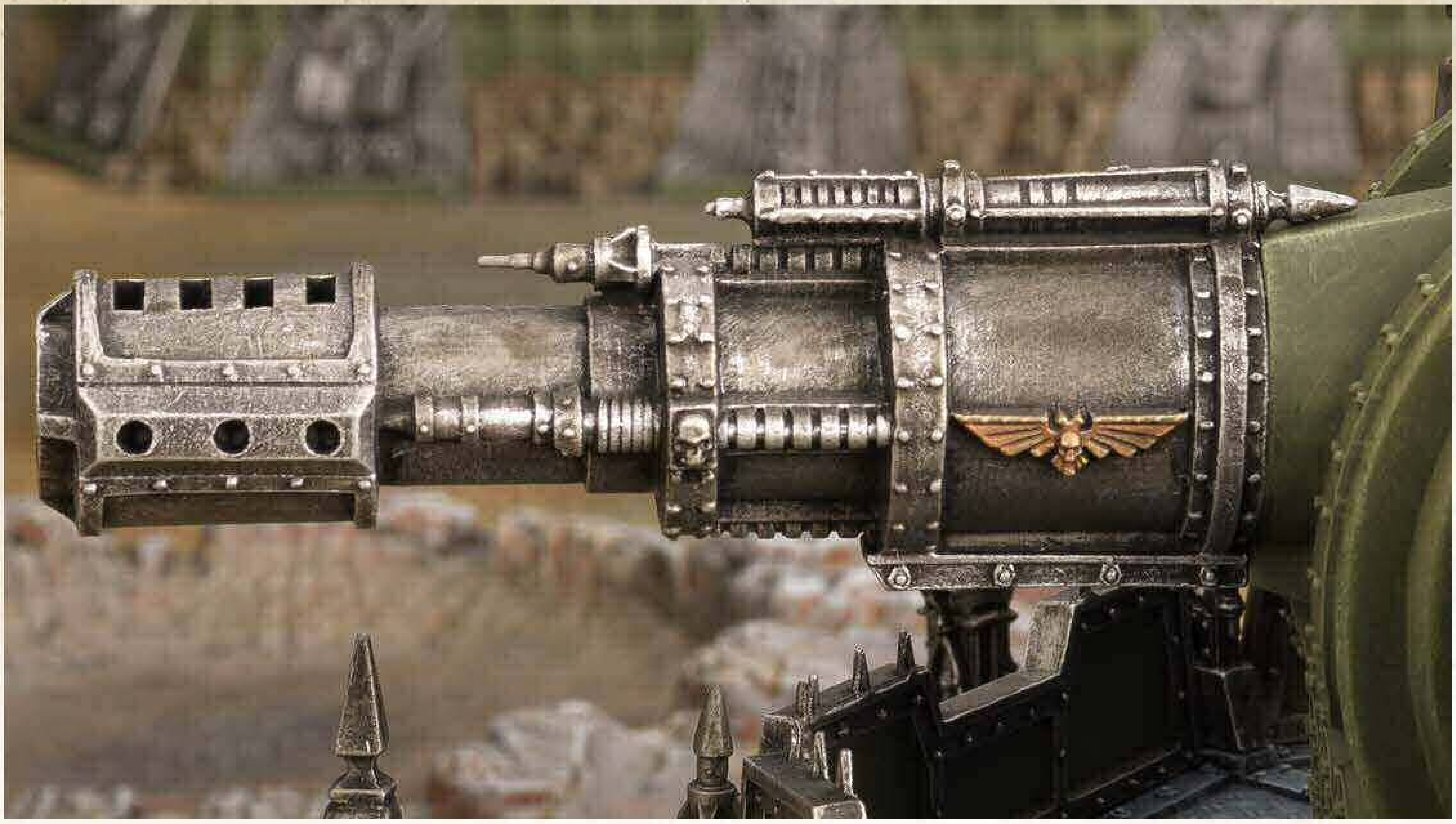
The Eagle's Eye


1
Basecoat: Khorne Red
Standard Brush

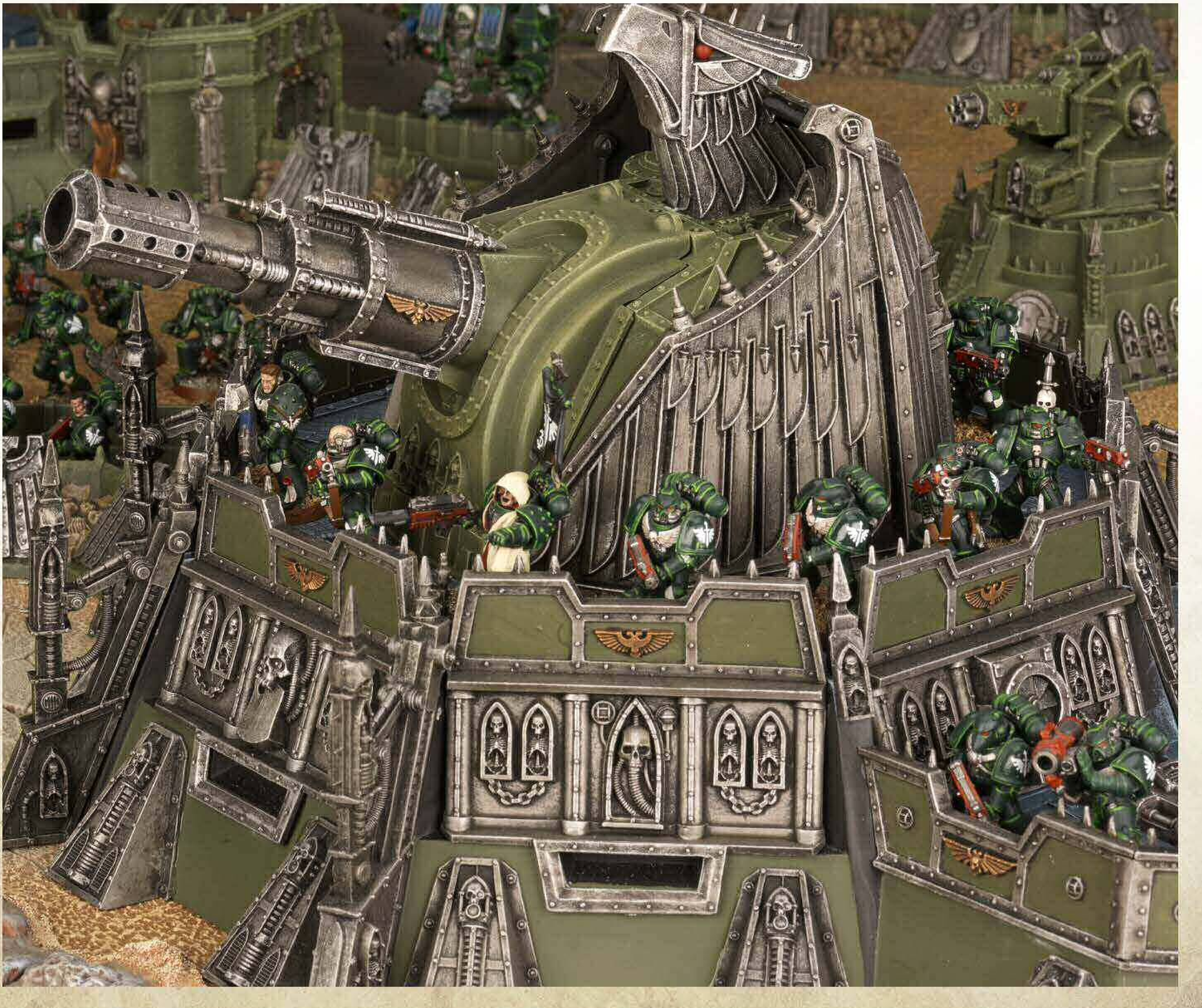

2
Layer: Mephiston Red
Standard Brush


3
Wash: Carroburg Crimson
Fine Detail Brush

1



2



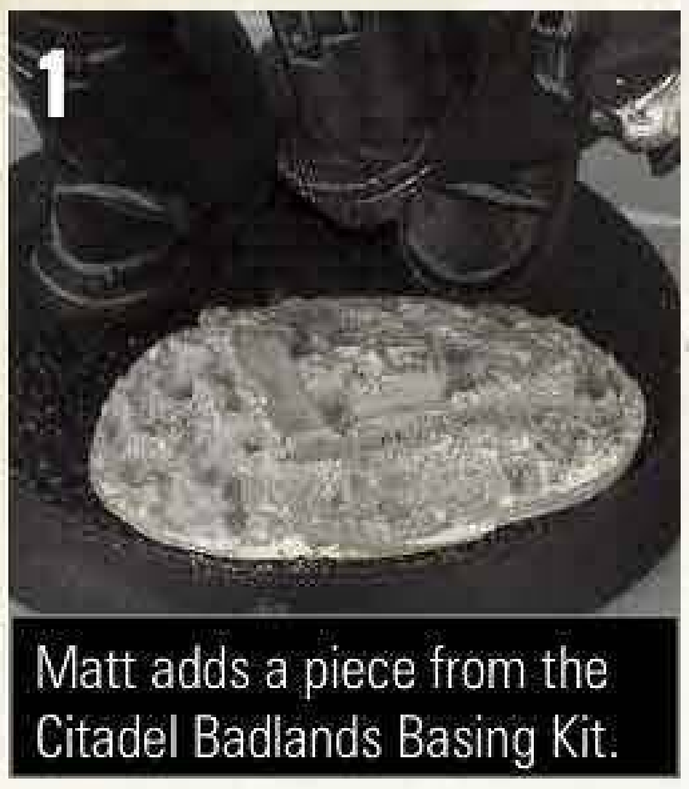
1 All of the metalwork on the Aquila Strongpoint was washed with Agrax Earthshade to give it a worn, oily appearance.

2 The scenery was basecoated green to tie it in with the Dark Angels in the Battle Report. Dave and his team chose a more muted green (Castellan Green rather than Caliban Green) so that it wouldn't overwhelm the Space Marines fighting over it.

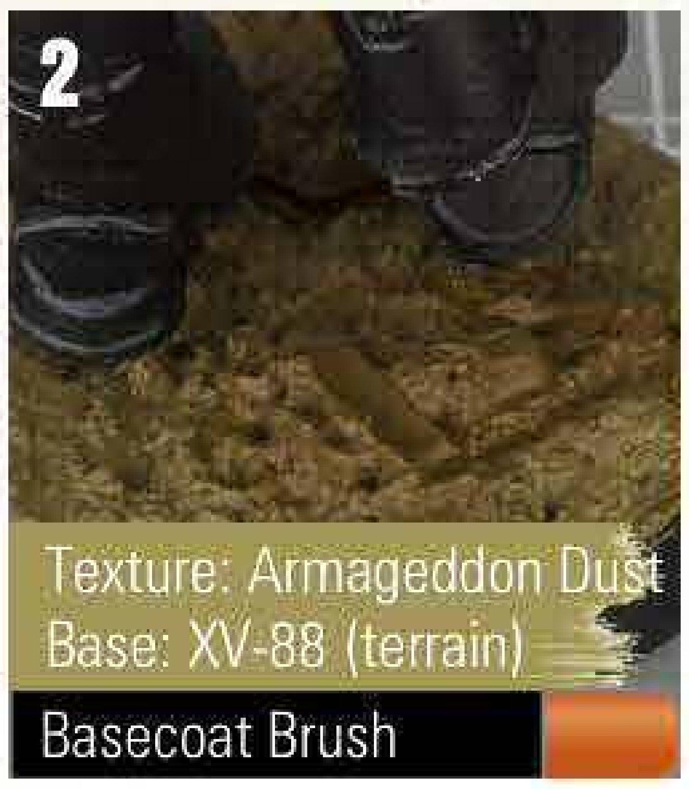
PAINTING BASES

Modelling and painting great-looking bases is an excellent way to finish off the miniatures in your collection. In Apocalypse battles where you will often use several different armies (such as Matt's Black Templar and Steel Legion force), a unified basing technique is a great way to give your collection a coherent feel. Here are just a few of the ways that the White Dwarf team base their models.

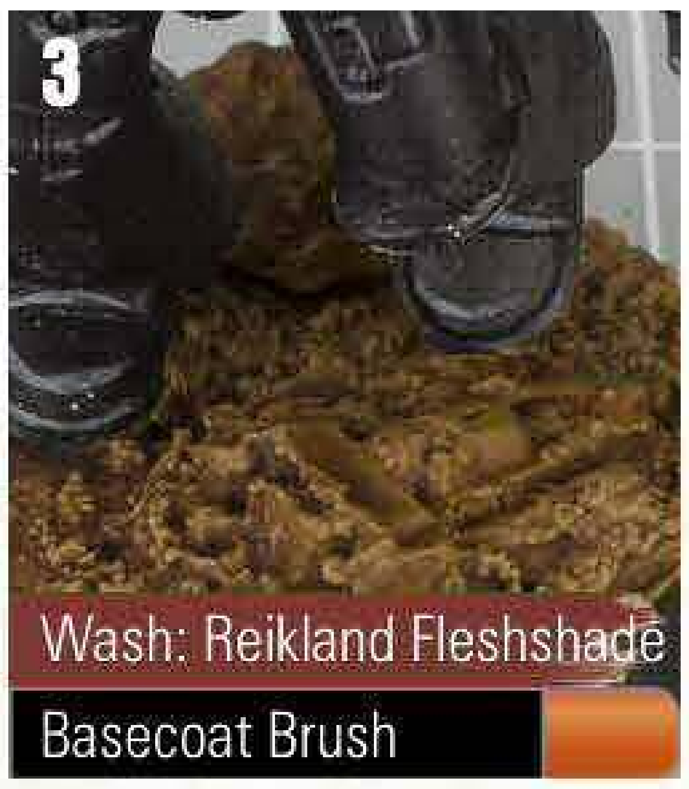
Matt's Ash Wastes


1

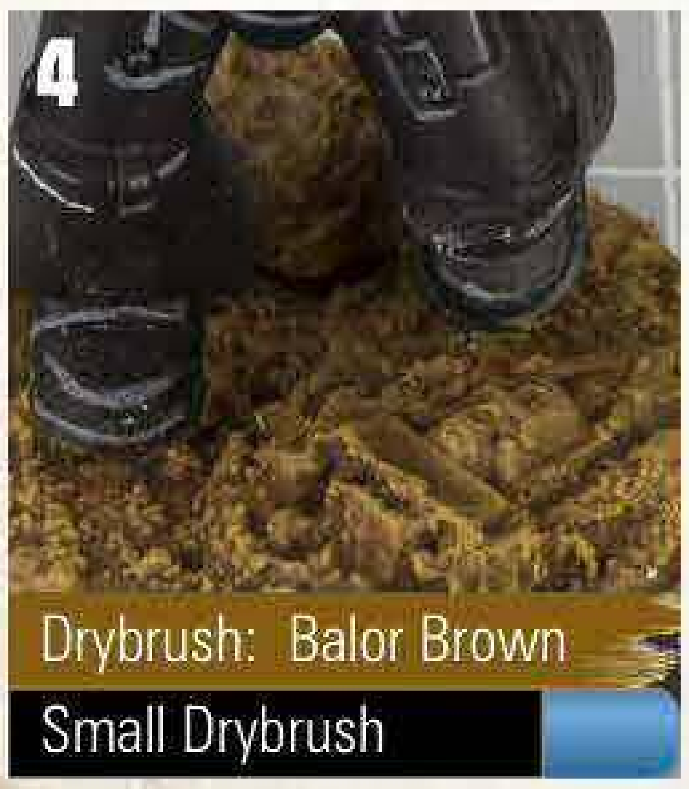
Matt adds a piece from the Citadel Badlands Basing Kit.


2

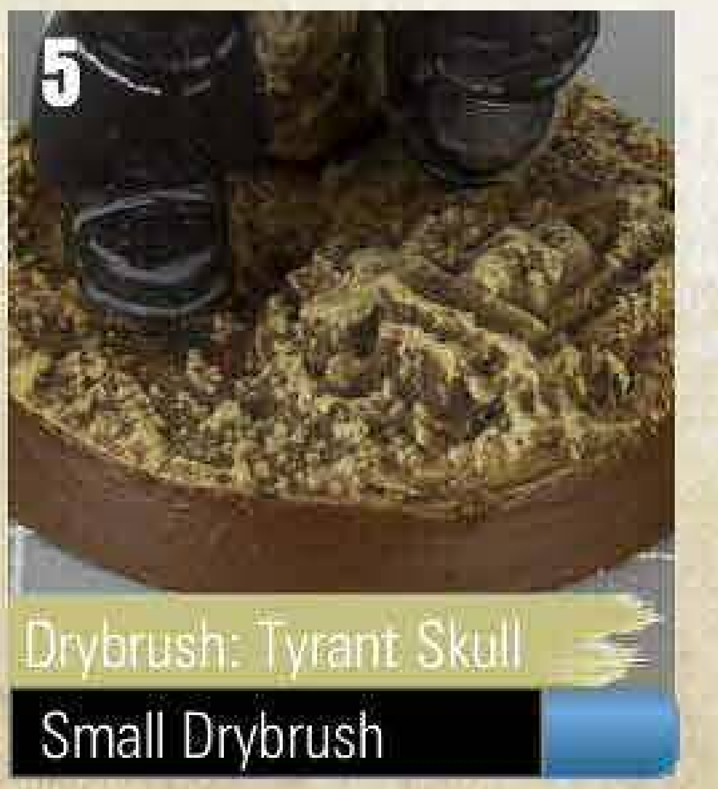
Texture: Armageddon Dust
Base: XV-88 (terrain)
Basecoat Brush


3

Wash: Reikland Fleshshade
Basecoat Brush

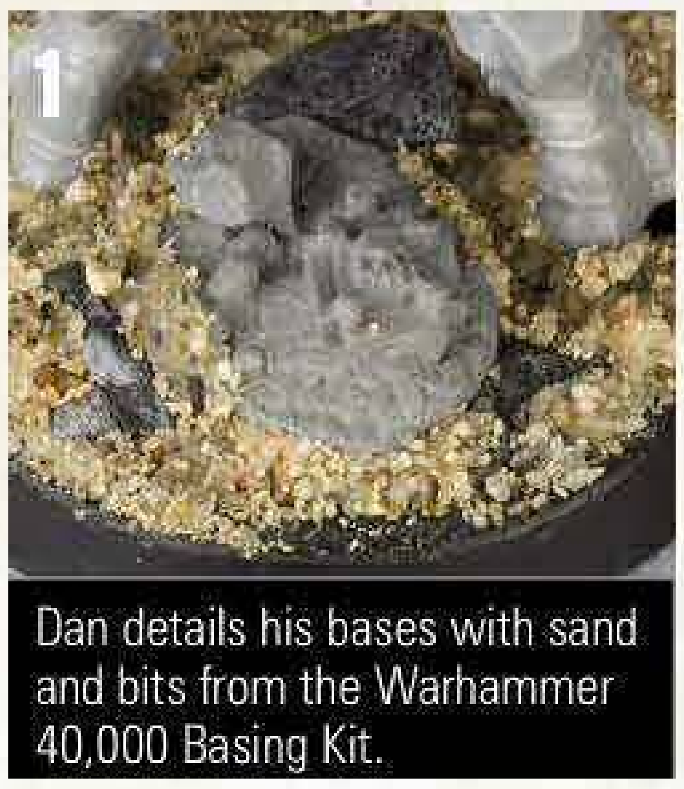

4

Drybrush: Balor Brown
Small Drybrush

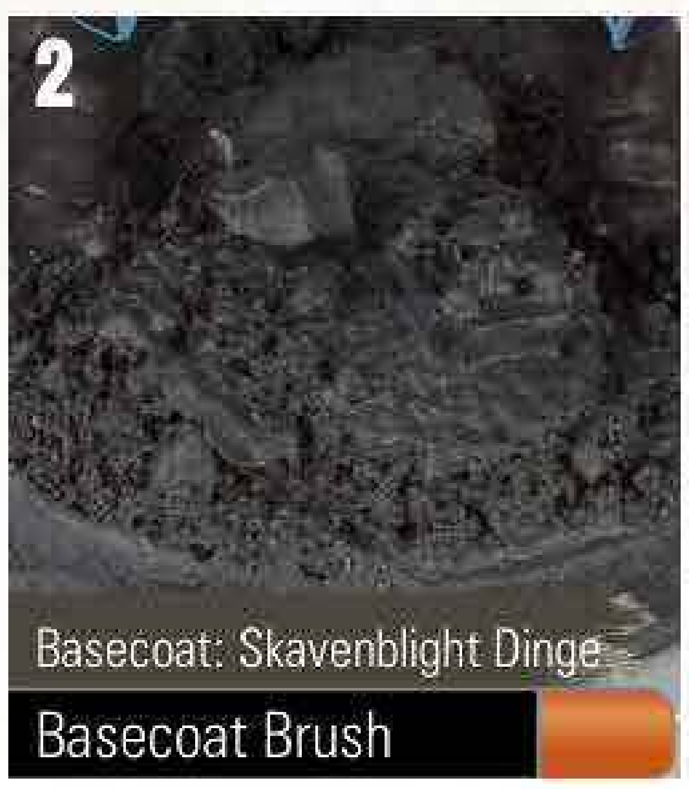

5

Drybrush: Tyrant Skull
Small Drybrush

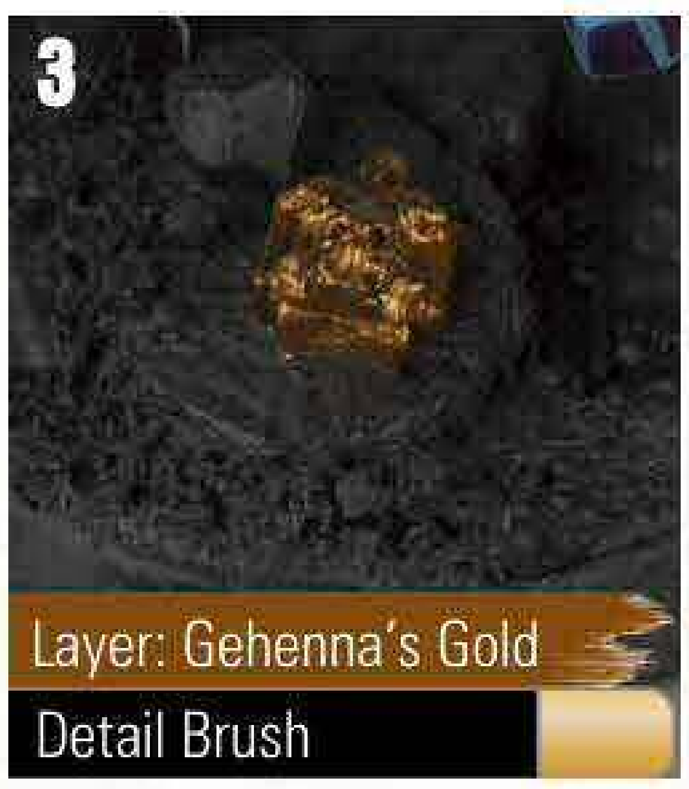
Dan's Snow Base


1

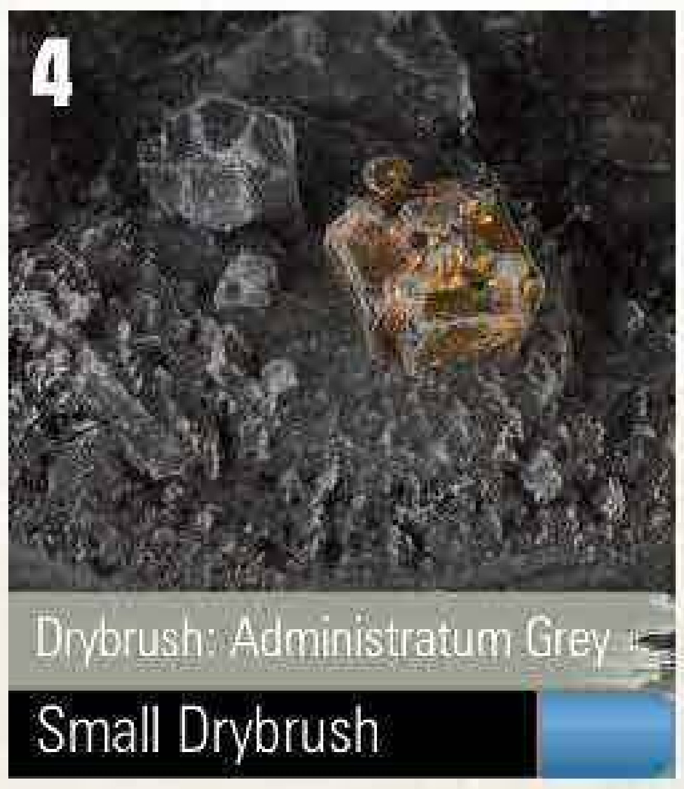
Dan details his bases with sand and bits from the Warhammer 40,000 Basing Kit.


2

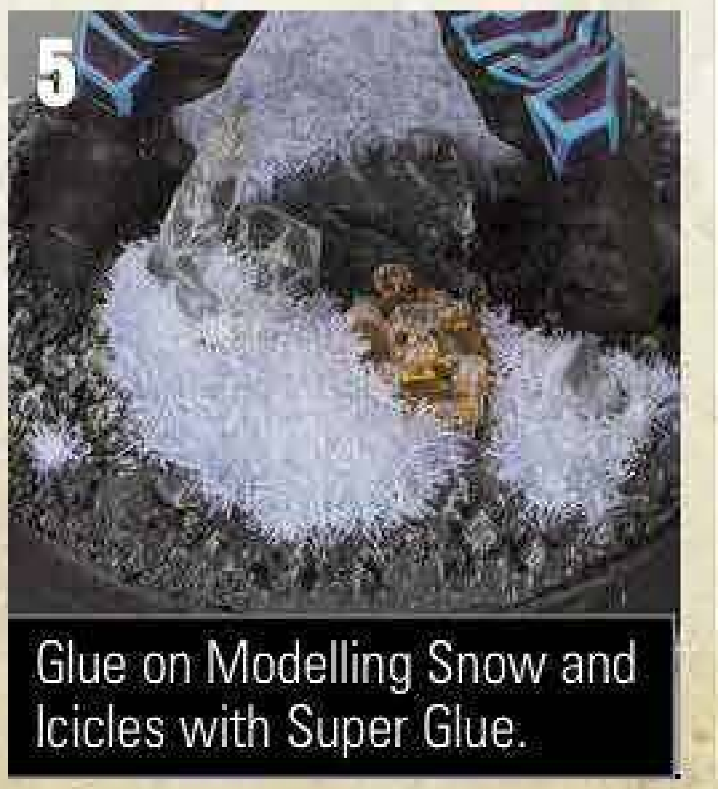
Basecoat: Skavenblight Dinge
Basecoat Brush


3

Layer: Gehenna's Gold
Detail Brush

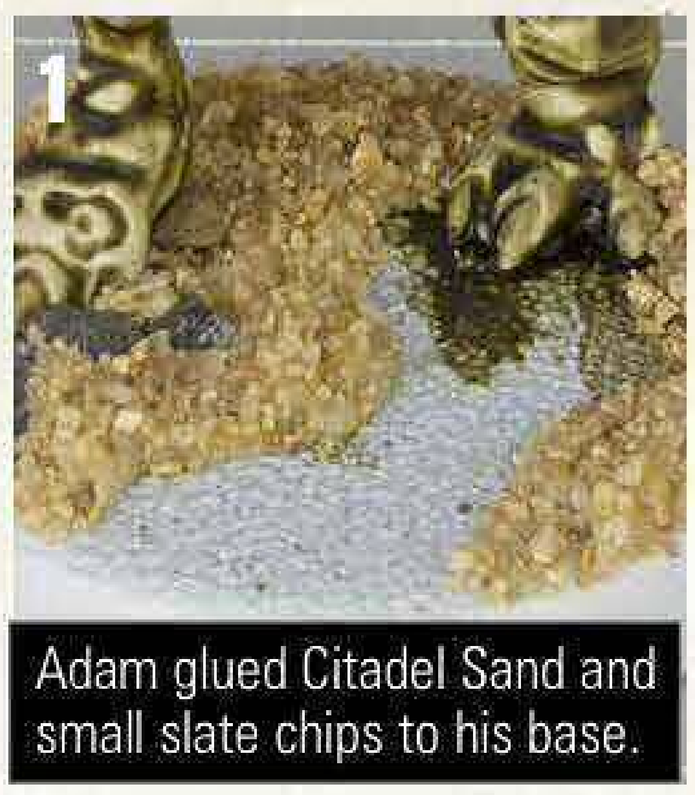

4

Drybrush: Administratum Grey
Small Drybrush

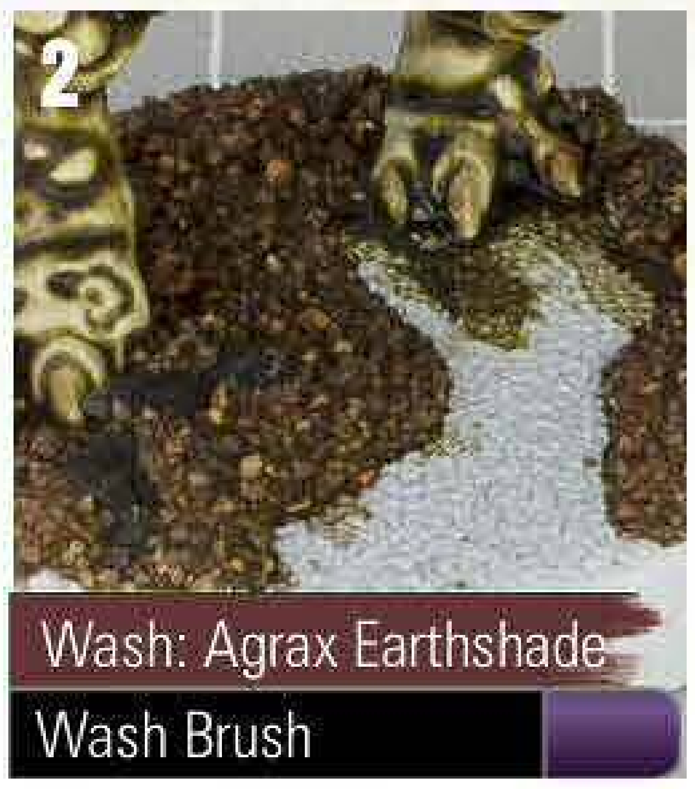

5

Glue on Modelling Snow and Icicles with Super Glue.

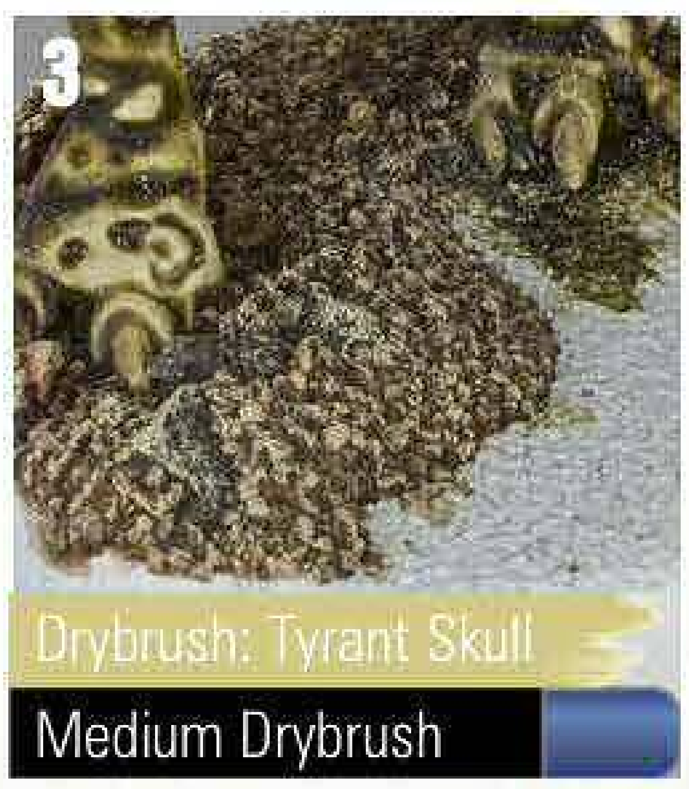
Adam's Plague Base


1

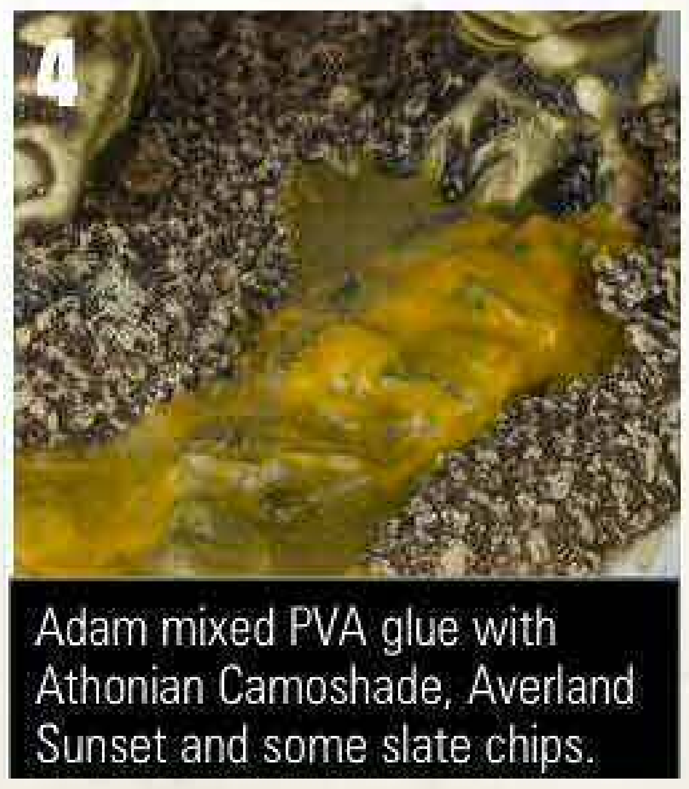
Adam glued Citadel Sand and small slate chips to his base.


2

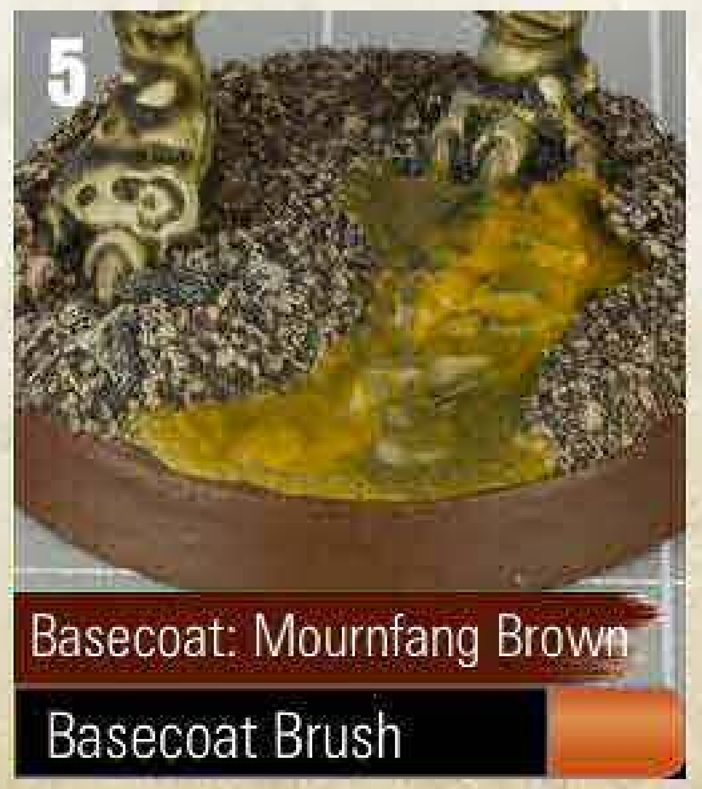
Wash: Agrax Earthshade
Wash Brush


3

Drybrush: Tyrant Skull
Medium Drybrush

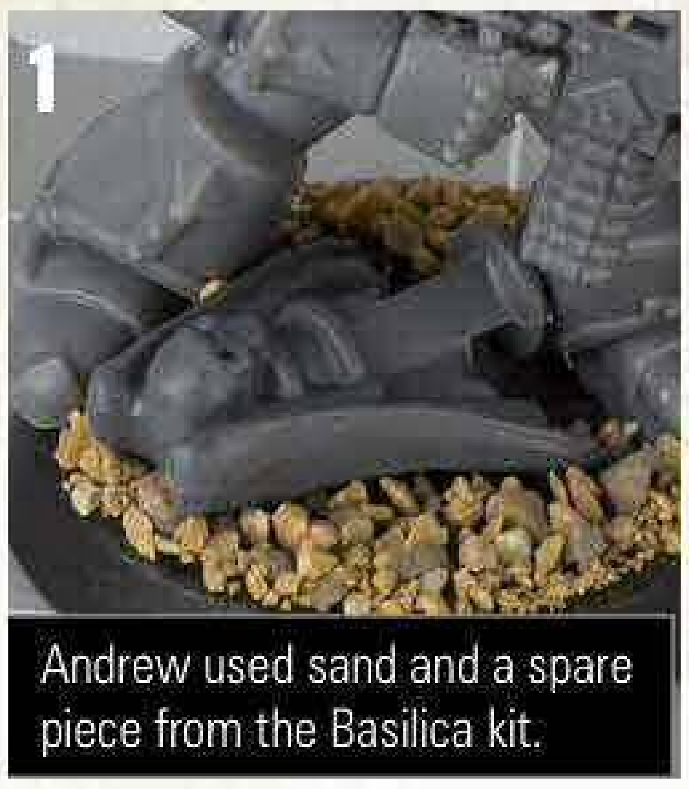

4

Adam mixed PVA glue with Athonian Camoshade, Averland Sunset and some slate chips.

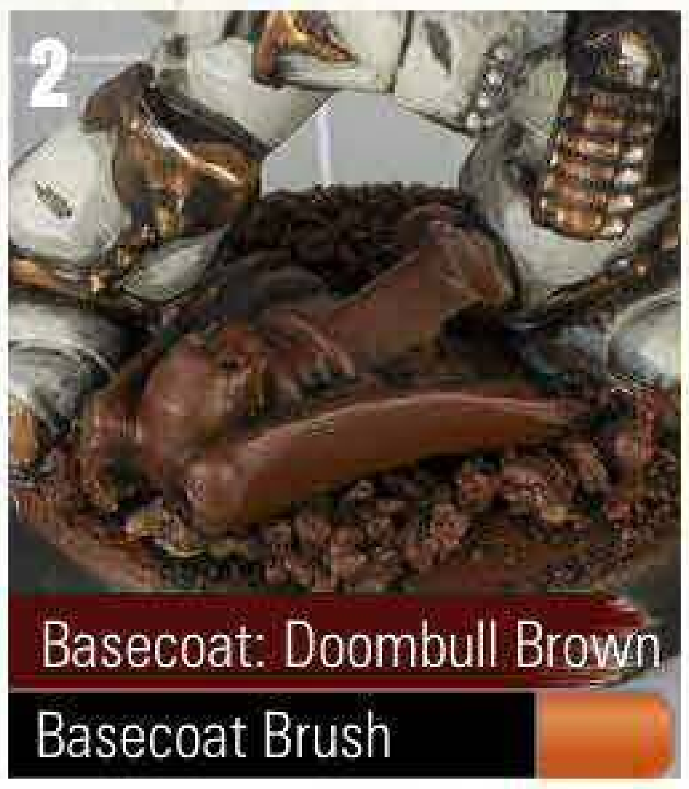

5

Basecoat: Mournfang Brown
Basecoat Brush

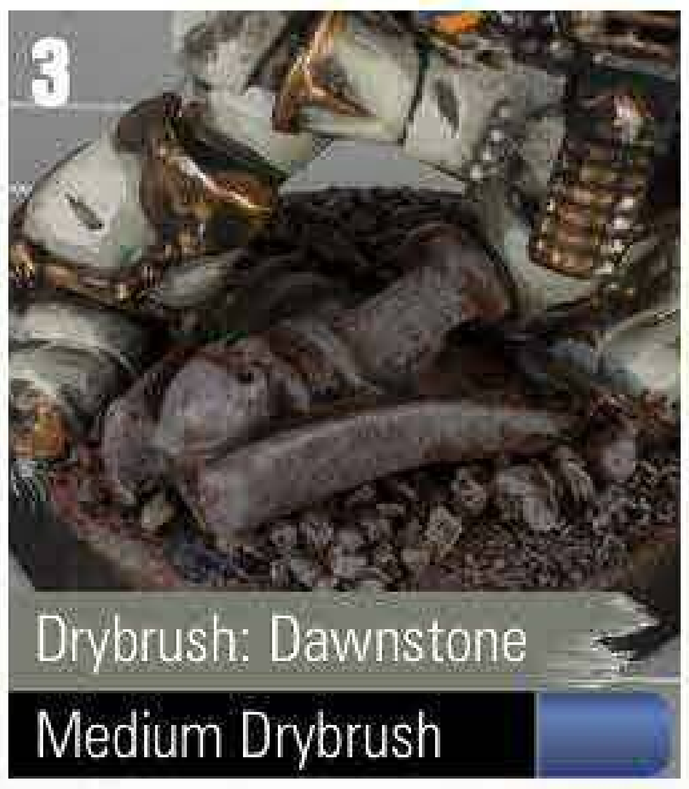
Andy's Urban Base


1

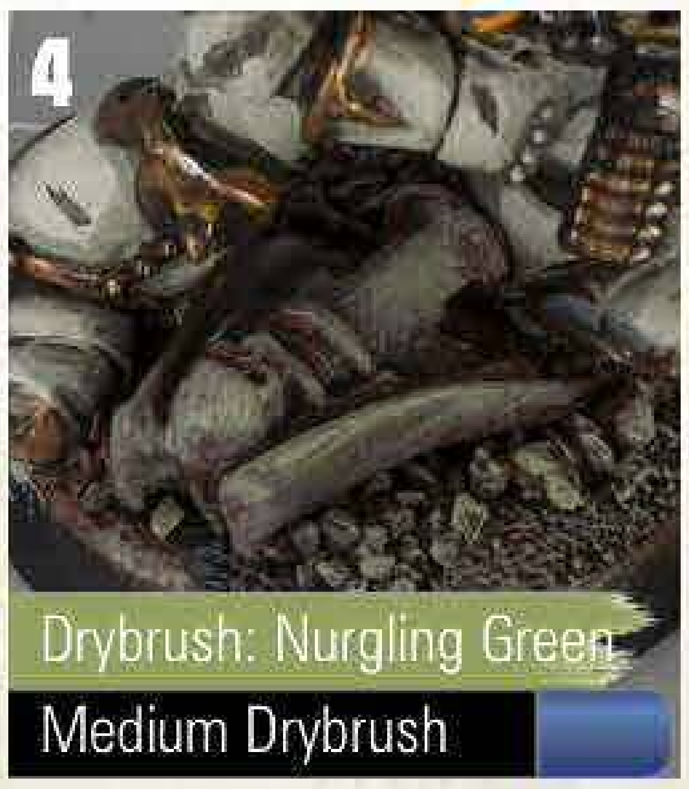
Andrew used sand and a spare piece from the Basilica kit.


2

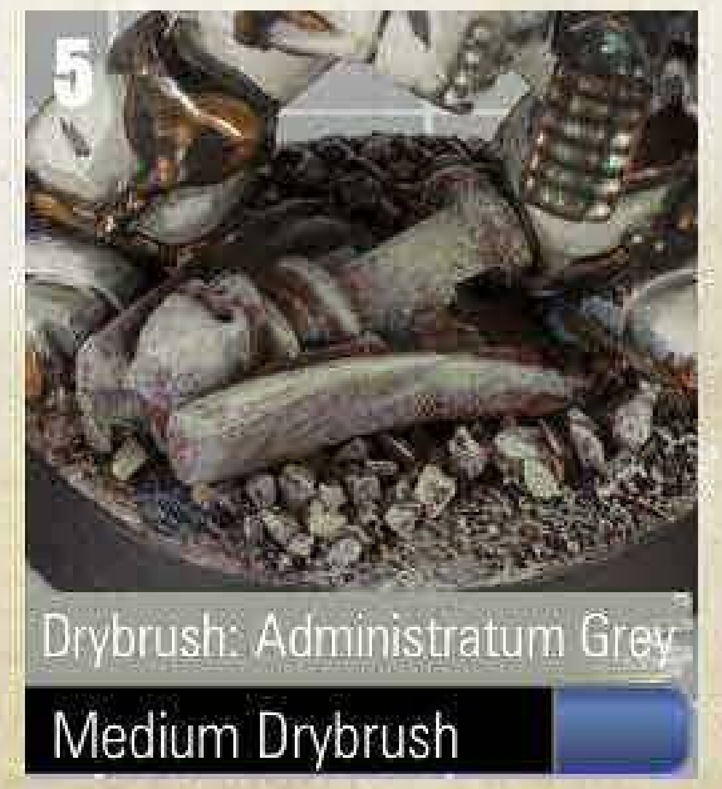
Basecoat: Doombull Brown
Basecoat Brush


3

Drybrush: Dawnstone
Medium Drybrush

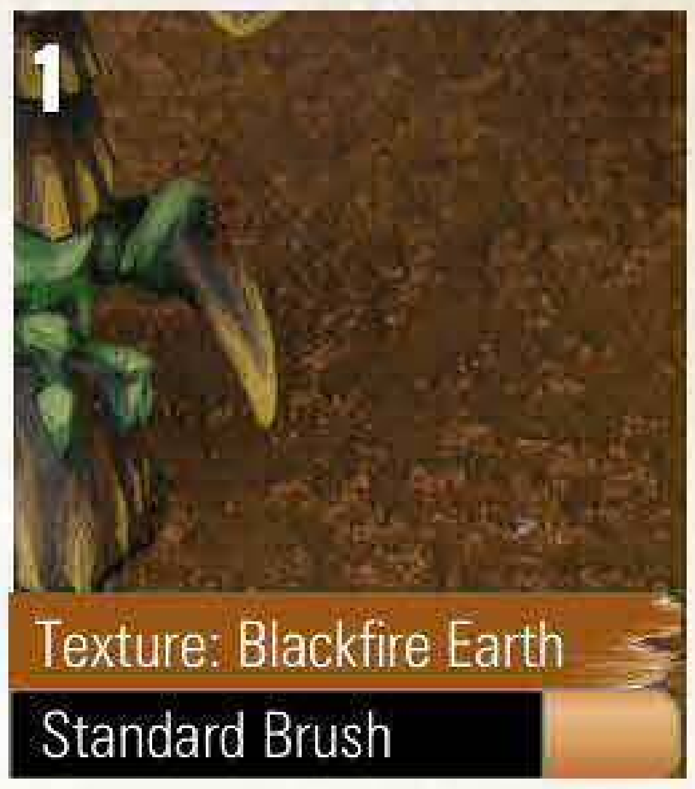

4

Drybrush: Nurgling Green
Medium Drybrush

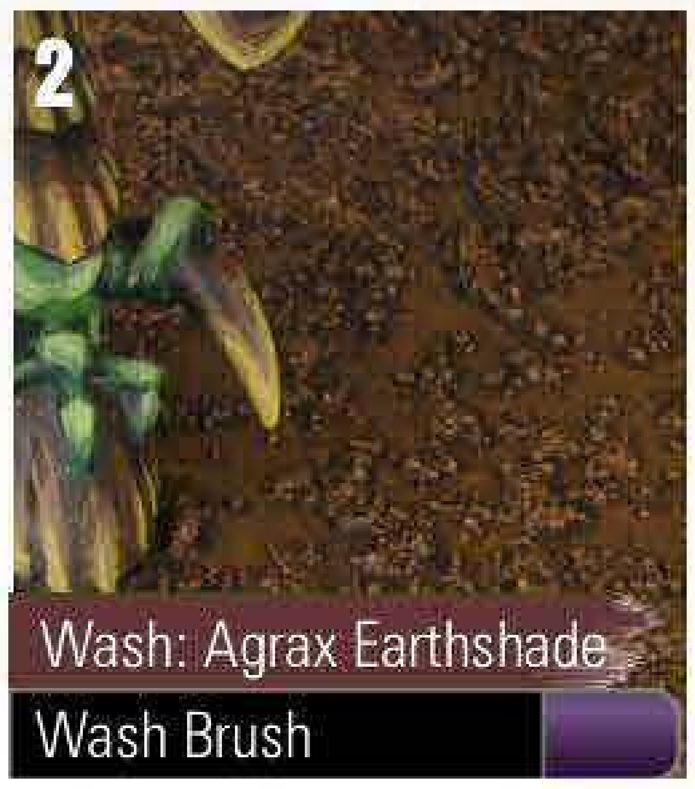

5

Drybrush: Administratum Grey
Medium Drybrush

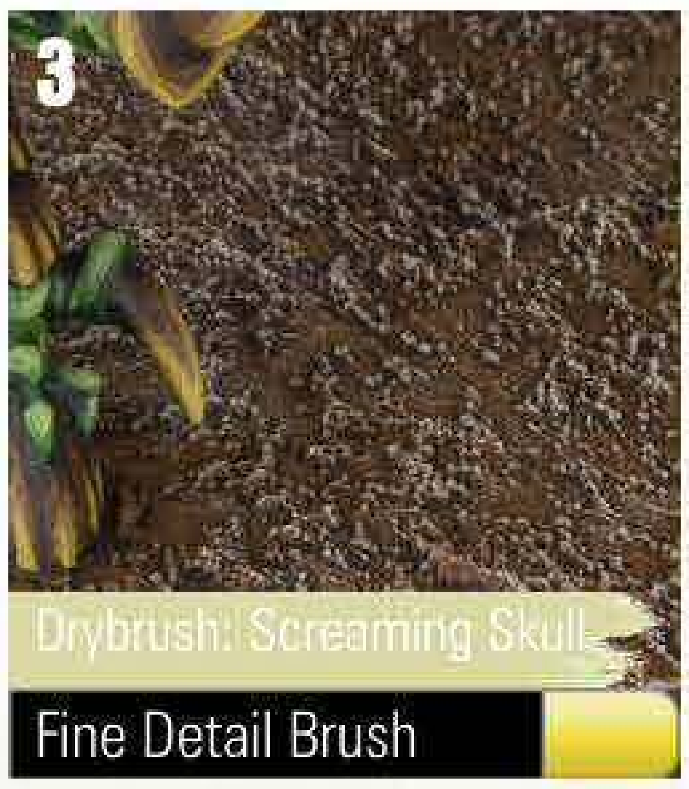
Jes' Tyranids


1

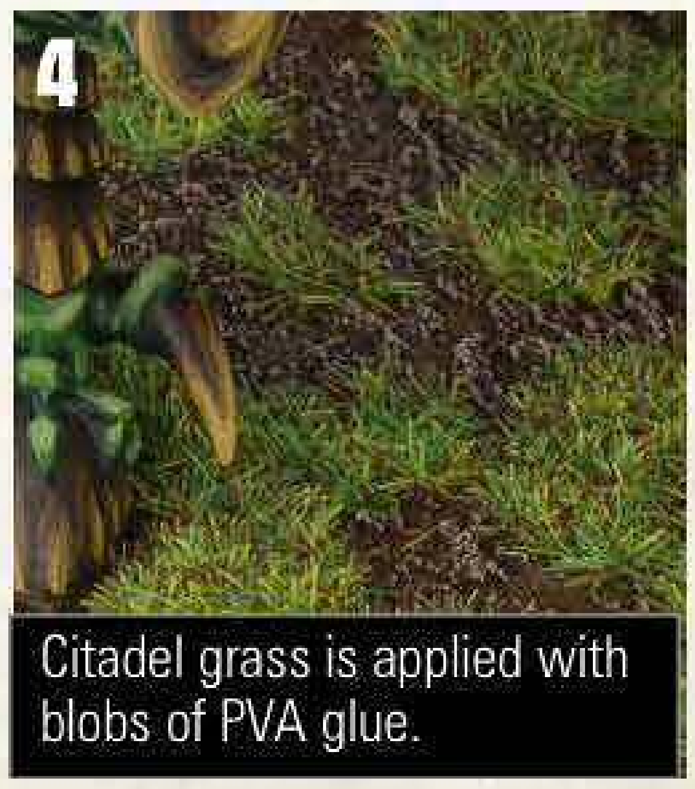
Texture: Blackfire Earth
Standard Brush


2

Wash: Agrax Earthshade
Wash Brush


3

Drybrush: Screaming Skull
Fine Detail Brush

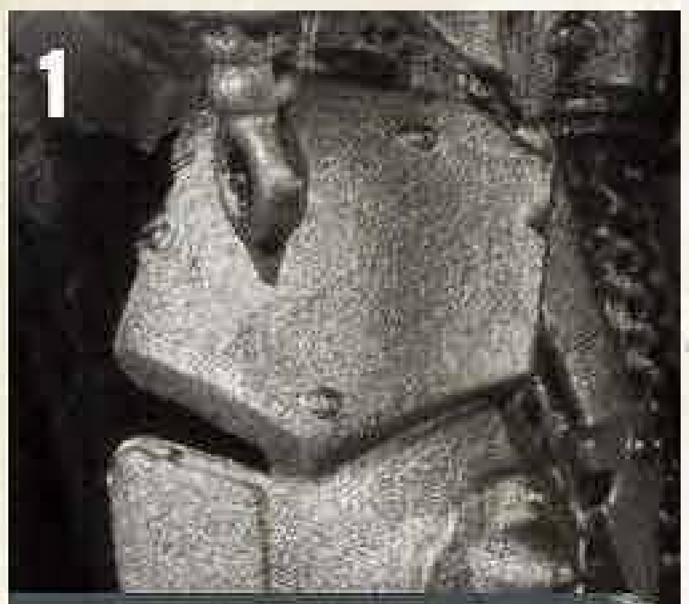

4

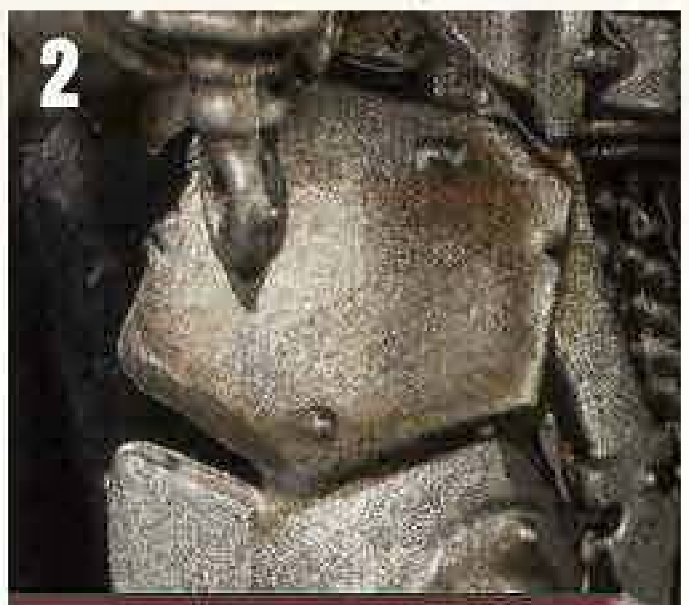
Citadel grass is applied with blobs of PVA glue.

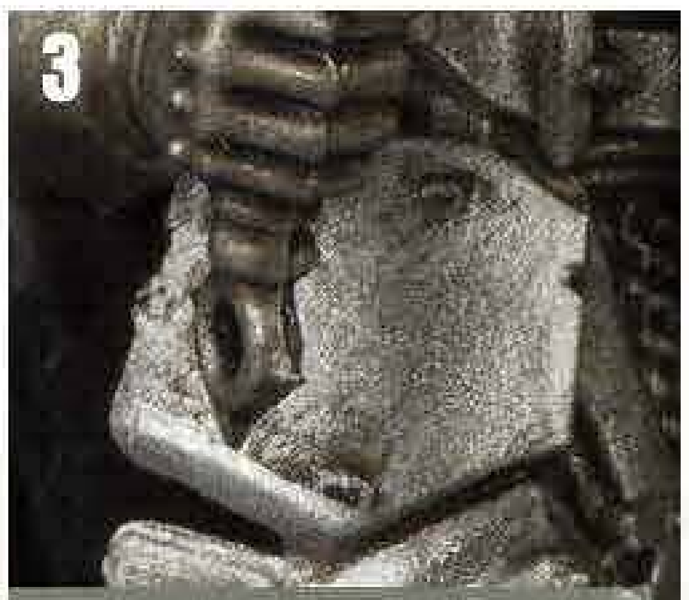
JAMIE FORSTER'S WARRIORS OF CHAOS

Jamie: I wanted a cold, menacing feel for my Warriors of Chaos, hence the stark silver and blue colour scheme. Originally the blue started out as a spot colour on ensorcelled weapons, but over time it has become more prominent, appearing on banners, tabards and even facepaint. You'll notice that a bit of red has started to sneak in on a couple of units, though only on those warriors dedicated to Khorne.

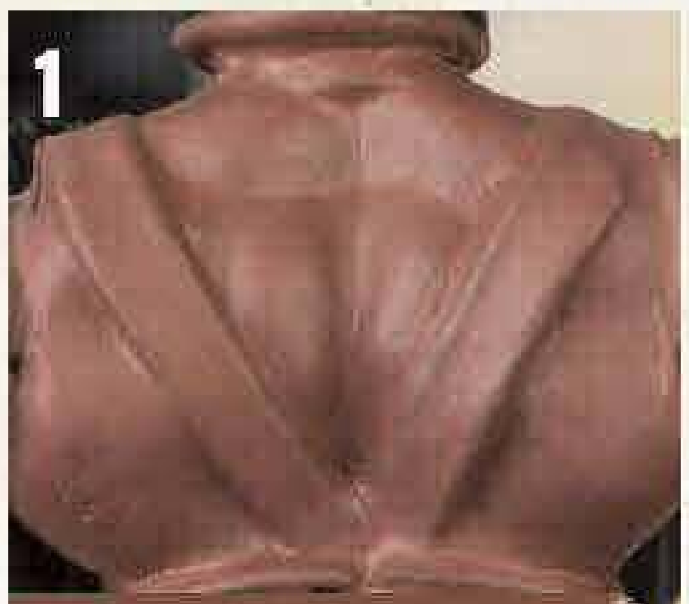
Silver Armour

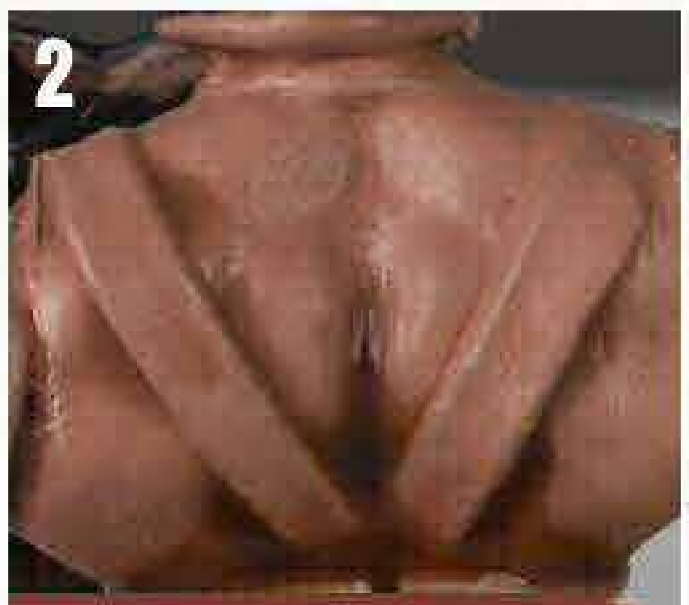

1
Basecoat: Leadbelcher
Basecoat Brush

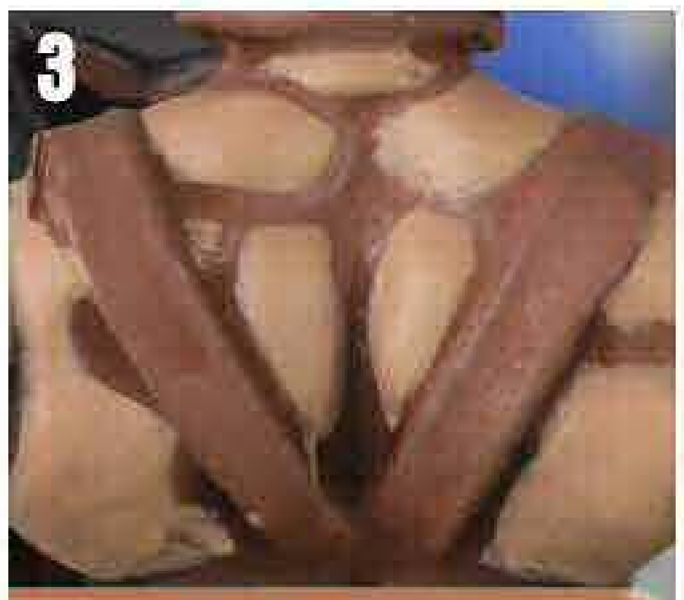

2
Wash: Agrax Earthshade
Wash Brush

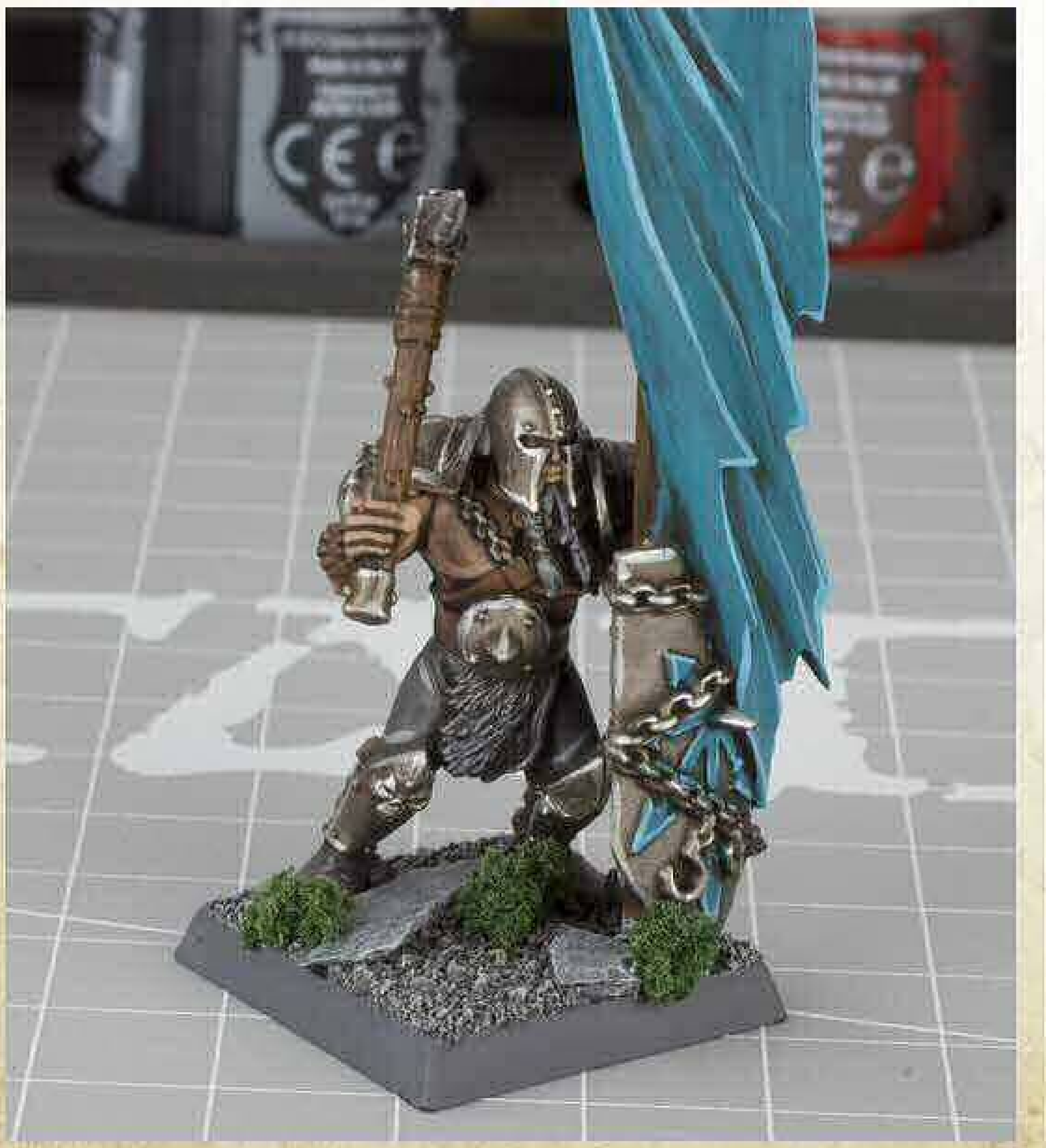

3
Layer: Ironbreaker
Detail Brush

Marauder Skin

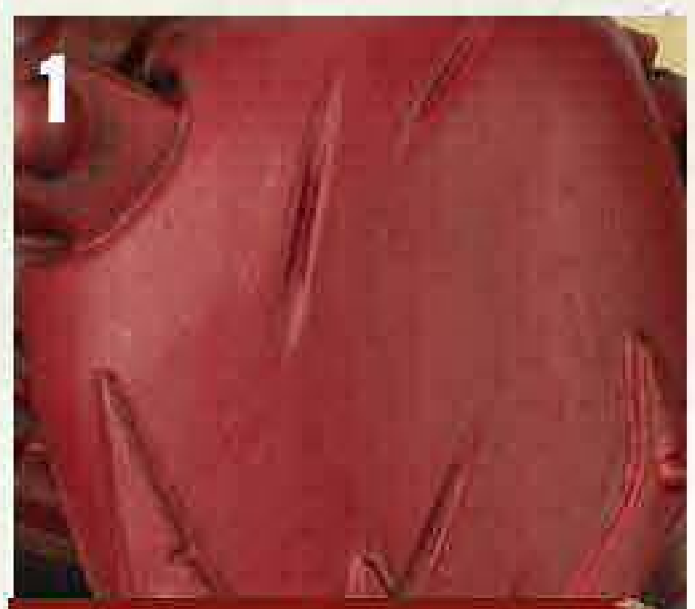

1
Basecoat: Bugman's Glow
Basecoat Brush

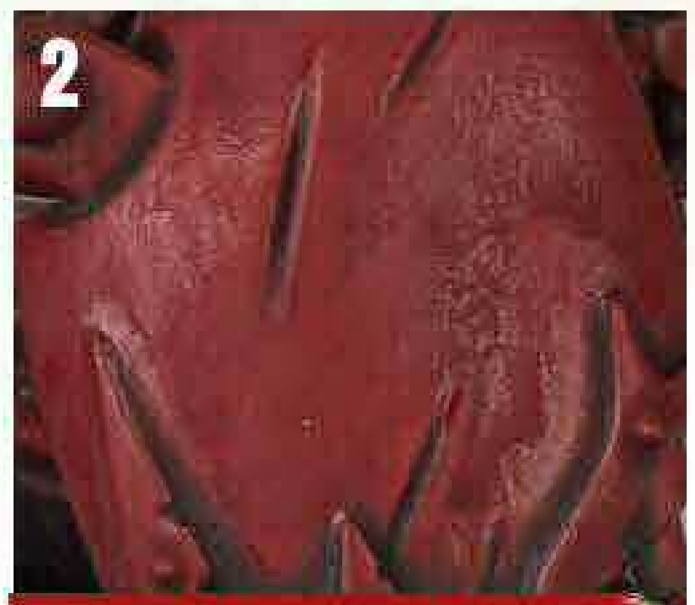

2
Wash: Reikland Fleshshade
Wash Brush

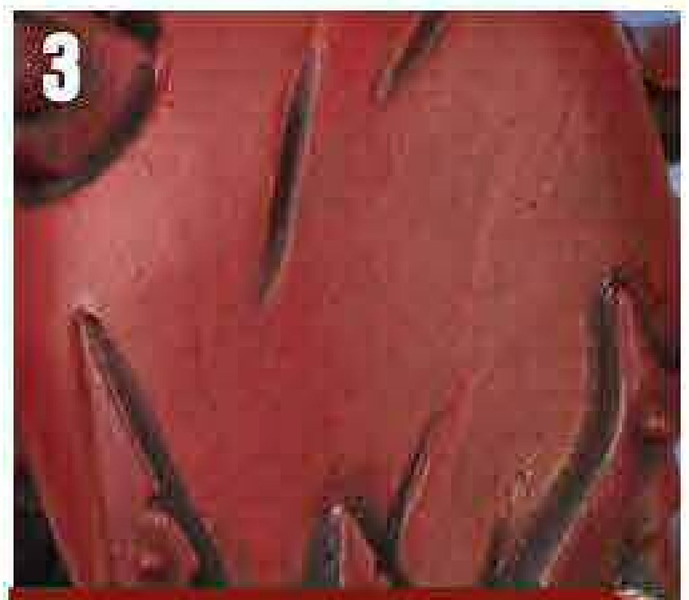

3
Layer: Cadian Fleshtone
Detail Brush

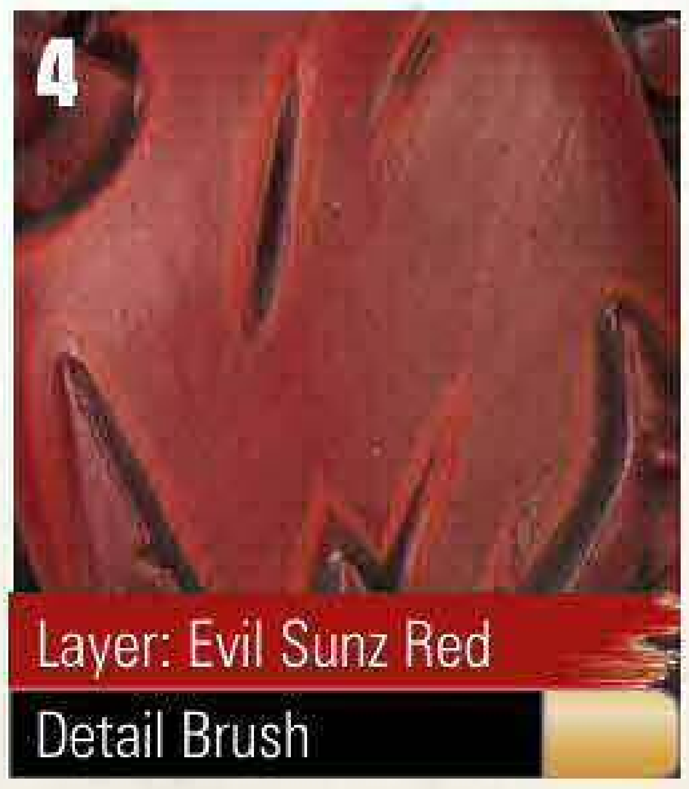


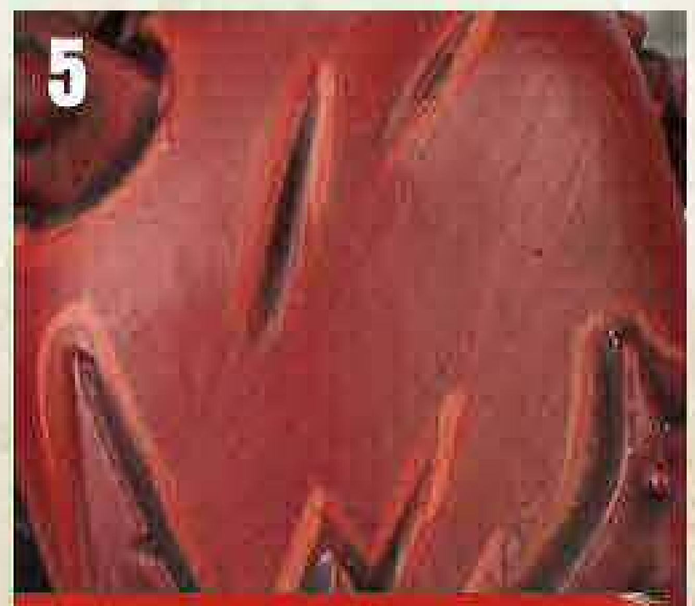
Khornate Armour


1
Basecoat: Mephiston Red
Basecoat Brush

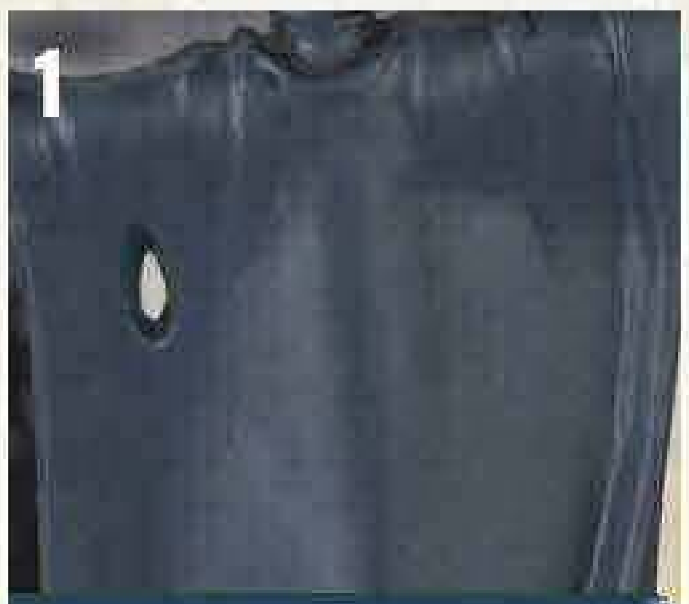

2
Wash: Carroburg Crimson
Detail Brush

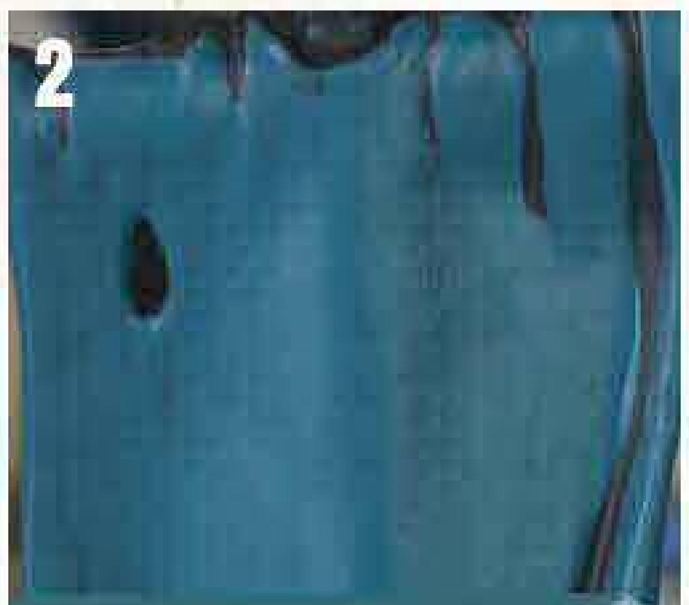

3
Layer: Mephiston Red
Standard Brush

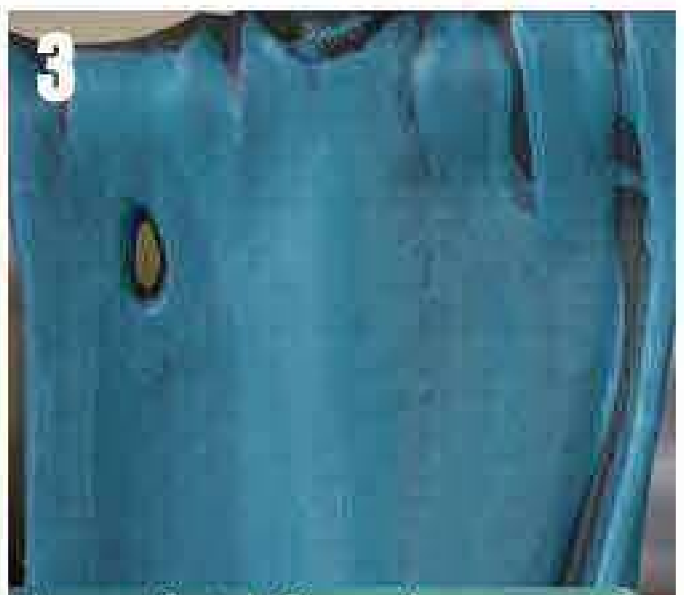

4
Layer: Evil Sunz Red
Detail Brush

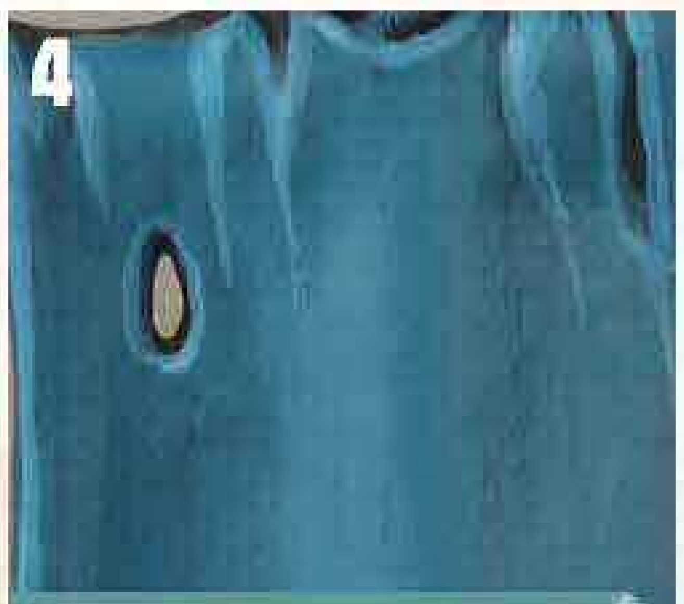

5
Layer: Wild Rider Red
Fine Detail Brush

Blue Banners


1
Basecoat: Stegadon Scale Green
Basecoat Brush


2
Layer: Sotek Green
Standard Brush


3
Layer: Sotek Green & Temple Guard Blue
Detail Brush


4
Layer: Temple Guard Blue
Fine Detail Brush

Using Spot Colours

Spot colours are a great way to add colour to your miniatures. Jamie used to paint the details and banners in his army grey, which left his models looking very dark and monochrome. The addition of blue as the army spot colour helps to draw your eye to key parts of the miniatures, such as banners, weapons and faces. By keeping the spot colour consistent throughout the army, Jamie has ensured that all the models in his collection looks unified.

A GATHERING OF ANGELS

Adam's not the only one who's been painting Dark Angels this month, as we found out in Black Library.

You might remember back in April we showed off a couple of miniatures from Black Library's Eddie Eccles and Michael Knight, as they took their first nascent steps towards their own Dark Angels collections. Well, they've certainly not let up in the meantime (despite Eddie's other project, namely Eldar Harlequins for War Diary – see page 60) and are really gearing up for their big game against one another. These are just a few of the freshly painted miniatures we found on their paint stations with plenty more assembled and ready to be undercoated. **AK**

1

2

3

4

1 Mike painted Sammael to lead his army in the hunt for Eddie's Fallen.

2 Eddie's unit champion has had a simple head and banner swap.

3 Mike is planning on adding contingents of Ravenwing and Deathwing to his force, and has made an excellent start with this Bike squad.

4 Eddie kit bashed this unit of Fallen using a mixture of Dark Angels Company Veterans, Tactical Marines and Forge World's MKIII Iron Armour helmets.

JEREMY VETOCK

This month, the subject of big games rears its over-sized head. Jeremy Vetock, whose own over-sized head features above, has much experience with such epic events. Here he enthuses about monster-sized endeavours.

Over the years I've run more big games and mass painting events than any sane man should. Knowing of the imminent Apocalypse, I wondered whether I might sensibly steer my monthly madness towards the topic of gargantuan battles. After all, many of my most memorable games have been humongous affairs. Some were official events – like big battles staged at Games Days or gaming tournaments – but plenty have been enormous actions set up with friends. While these marquee events offer unparalleled opportunities to revel in hobby activity, let me offer fair warning: running such events is not without a cost.

For instance, on dozens of occasions I have shouted myself hoarse while calling out turn phases so that far-distant players would know when to stop or start different game phases. More disconcertingly, I developed a strange twitch after co-running a Warhammer siege event that lasted so long that to this day I still can't say 'It Came From Troll Country' without suffering palpations. Most likely this is residual shellshock, but it could be the early stages of mutation. Once, while spray priming Mordor Orcs for a group painting session, I temporarily lost all feeling in my index finger. The more serious-minded out there will scoff at my minor injury, given the vast casualties sustained at the battle of Pelennor Fields, but I mention it because these are the kinds of challenges that will beset anyone daring enough to organise a massive gaming event for their comrades. As they say, that which doesn't kill you makes you stranger.

The best advice I can give to anyone who wants to run a big game is to read the Organising the Apocalypse chapter of Apocalypse. This, to my mind, is great stuff – written in a chatty style and full of information. I only wish I had read such truisms three decades ago before I launched my own forays into the multi-player maelstrom of gaming on a vast scale. My love of alliteration aside, my favourite bit is the way Jervis breaks down the essentials into his theory of 'People, Place, Playing Area and Plan'.

As Jervis has cornered the market for sensible advice, my next inclination was to instead focus on how it can all go wrong. I have found that mistakes in running large games can be correspondingly epic in scale. For instance, while organising the first Grand Tournament in the USA, I failed to look at the details of the lunch being served. Feeding bean soup to over 150 gamers and subsequently confining myself into a cramped gaming hall with them for an extended period of time was, admittedly, a mistake. But occasional mishaps aside, my friends and I still tell stories of those mega-battles. At every new event I attend I inevitably run into a friend I met years before at a big battle and I find we all constantly reminisce about the landmark battles of yesteryear. Where were you during the battles of Ichar IV? Did you survive the Battle of 100 Cannons at Games Day? Were you at the and I find we all constantly reminisce about the landmark battles of yesteryear. Where were you during the battles of Ichar IV? Did you survive the Battle of 100 Cannons at Games Day? Were you at the epic-scale Space Marine battle (50,000 points a side!) that was fought outside and ended, depending upon whom you ask, when the keg tapped out or when the thunderstorm erupted? Legends all.

But is bigger always better? For me, the truth is – and I think any of the Titanic's passengers would agree here – not always. You can't rely on sheer size alone to make an event great – all the same things that make a 'mortal'-sized wargame great must still be in place. But having said that, quantity has a quality all of its own, and when it comes to wargames this is especially true. Nothing can match the epic grandeur of a truly massive battle, and what tabletop commander can resist the urge to try his hand at issuing orders to a grand army? By dint of their enormity, gargantuan games open up many attractive options. First, they offer the opportunity to amass a really large collection. Although several of my armies are already huge, I find an upcoming large game is a great impetus to add even more. Secondly, big games require big battlefields – the perfect chance to sort out loads of terrain. Nothing drives the urge for a great new battlefield and inspirational centrepieces like a big game. Thirdly, and perhaps most exciting, is the chance to field unfeasibly powerful units. All those fantastic Forge World kits call to me and I aspire to one day crush my foes with my own Titan. But it isn't just big stuff; large battles are your chance to field a whole company of Leman Russ or to deploy huge Ravenwing and Deathwing elements together. I admit I don't often field my Stompa or my hundred-strong unit of Black Orcs as a single formation – but it's always impressive when I do.

"Is bigger always better? For me, the truth is not always. You can't rely on sheer size alone to make an event great."

Setting up and running a game, especially a large multi-player battle, can be a tremendous amount of work. Some lucky gaming groups may have several members ready to step up and run a stellar event, but in my experience most such games are driven by a single person – an individual without whom marquee events, be they large battles, group painting sessions or league get-togethers, simply won't happen. For years on end, I was *that* guy and I admit, I've taken a back seat approach of late: playing in events more than organising them. But after a period of enjoying the efforts of others I feel the old zeal to run an event returning, and never more so than after reading the Apocalypse book. The way I figure, if everyone in my gaming group modeled two ruins we could stage an enormous 40K battle to capture a hive. Or I could declare a Night of Eagle Painting for all my wargaming friends, as if we all painted a few Giant Eagles each, we could prepare for the Battle of Five Armies. And the list goes on….

And as an endnote, I did stumble upon a solitary bit of advice that Jervis seemingly overlooked! In my day we often called the biggest of games 'floor wars', for such large-scale battles were typically fought over the floor as the sheer size of the space required surpassed our budget for table rentals. Such parlance might be lost upon wargamers of a more modern era (i.e. today's youth) as I believe the term 'floor wars' has recently been usurped and commandeered by breakdancing competitions. The horror, the horror! So, good readers, beware, before packing up your army in preparation for a 'floor war'; you may wish to confirm exactly what kind of hostilities are expected.

As they say in the Chaos Wastes, forewarned is four-armed…

Jeremy is a long-time hobbyist and author of many army books, including Codex: Tau, Codex: Dark Angels and Warhammer: Ogre Kingdoms.

WHAT'S ON AND

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Each Hobby Centre has an extensive range of Warhammer, Warhammer 40,000 and The Lord of the Rings models, along with Black Library novels and hobby supplies.

In-store Order Point

For any items not in stock, you can use the in-store order point to choose from the entire Games Workshop range. Orders sent to the Hobby Centre are delivered post free.

Free Painting and Modelling Advice

Our staff are all accomplished hobbyists who will be glad to pass on tips and advice from their own experience.

Free Gaming and Tactics Advice

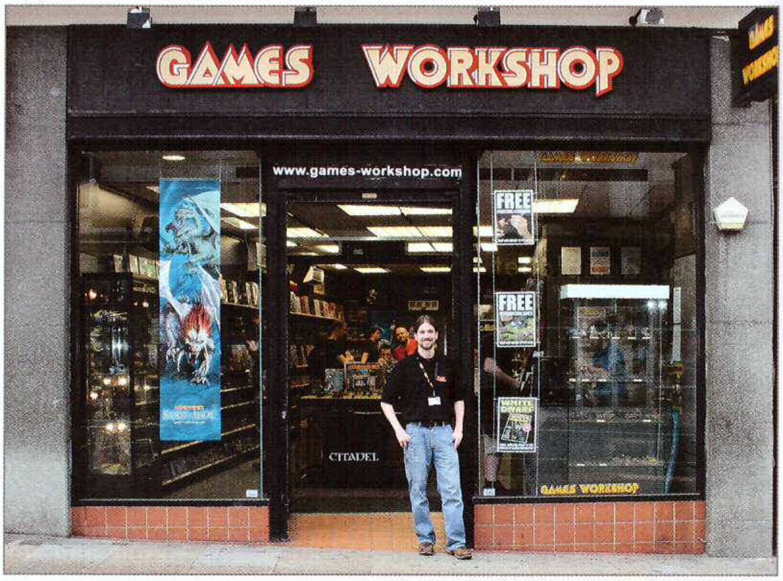
Need some tactical tips or rules clarifying? Our staff are very knowledgeable and glad to help.

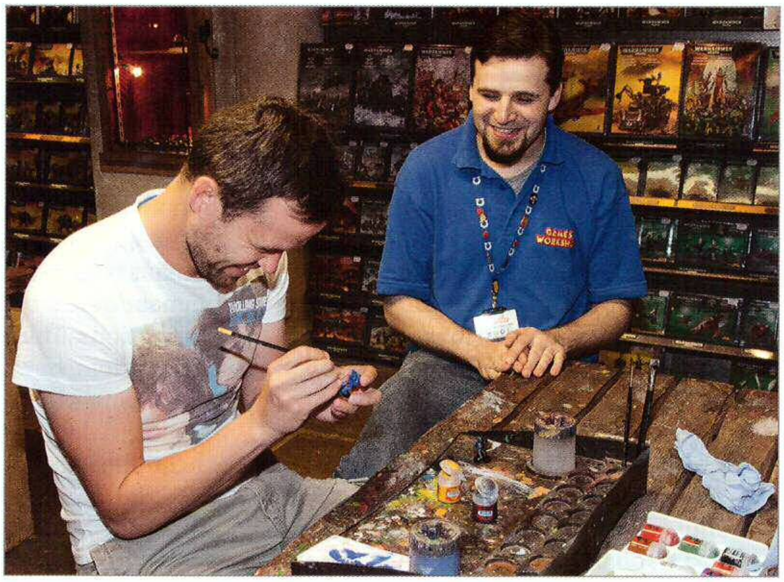
Free Beginners Programme

Our beginners programme will teach you how to play – to start your own hobby journey, all you need to do is come along.

OPENING TIMES

Our stores are global and appear in locations such as on high streets and in shopping centres. Many of them operate on different opening hours; check our website for more info.





Facebook

Every Games Workshop Hobby Centre, plus the web team, has a Facebook page; check your local store's page to find out info about events and activities.

Twitter

Every Games Workshop Hobby Centre (including the web team) have a Twitter account, which they use to post messages and useful store information, such as events.

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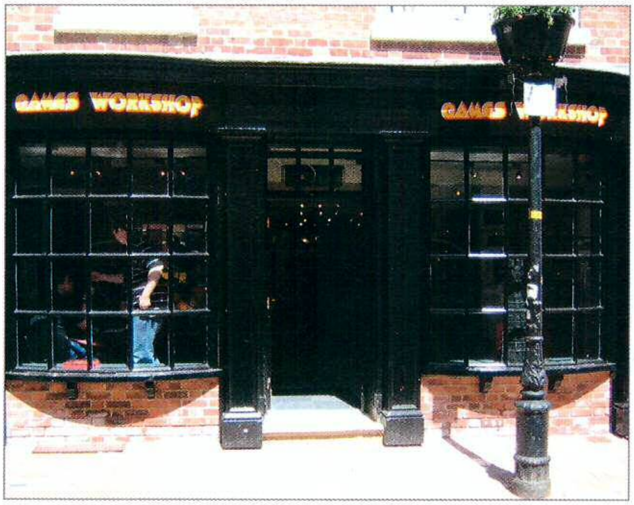

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1DU. Tel: 0161 9299896.
Facebook: GWAltrincham

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Tel: 01296 429703. Facebook: GWAylesbury

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1SB. Tel: 01292 285650.
Facebook: GWAyr

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8 Queens House, Queen Street, Barnstaple,
EX32 8HJ. Tel: 01271 859115.
Facebook: GWBarnstaple

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Tel: 01256 466050.
Facebook: GWBasingstoke

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Tel: 01225 334044. Facebook: GWBath

Games Workshop Bedford
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Tel: 01234 273663. Facebook: GWBedford

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20A Castle Court, Belfast.
Tel: 02890 233684. Facebook: GWBelfast

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Tel: 0121 2334840. Facebook: GWBirmingham

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Tel: 01253 752056. Facebook: GWBlackpool

Games Workshop Bluewater
U052B Upper Thames Walk, Bluewater
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Tel: 01322 427880. Facebook: GWBluewater

Games Workshop Bolton
Unit 14, The Gates, Crompton Place, Bolton,
BL1 1DF. Tel: 01204 362131. Facebook:
GWBolton

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6SH. Tel: 01205 356596.
Facebook: GWBoston

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Tel: 01202 319292. Facebook:
GWBournemouth

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Tel: 01274 739430. Facebook: GWBradford

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Facebook: GWBrighton

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Tel: 0117 9251533. Facebook: GWBristol

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0208 4660678. Facebook: GWBromley

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Tel: 0161 7976540. Facebook: GWBury

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8BE. Tel: 0207 2405106. Facebook:
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Facebook: GWDudley

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Facebook: GWKingsLynn

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8346871. Facebook: GWManchester

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6SG. Tel: 020 8780 3202.
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Facebook: GWSouthport

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NE33 2LR.

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AL3 4EB. Tel: 01727 861193.
Facebook: GWStAlbans

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Tel: 01784 460675. Facebook: GWStaines

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5231. Facebook: GWWoden

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GWCamberwell

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Facebook: GWCastleHill

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GamesWorkshopHurstville

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2170. Tel: (02) 9734 9030. Facebook:
GWLiverpoolNSW

Games Workshop Miranda
Shop 1, 589-591 The Kingsway, Miranda,
NSW, 2228. Tel: (02) 9526 1966. Facebook:
GWMiranda

Games Workshop Newcastle
197 Hunter Street, Newcastle, NSW, 2300.
Tel: (02) 4926 2311.
Facebook: GWNewcastleNSW

Games Workshop Parramatta
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222 Church Street, Parramatta, NSW, 2150.
Tel: (02) 9689 1638. Facebook: GWParramatta

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Tel: (02) 9267 6020. Facebook:
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Facebook: GWWollongong

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3134. Tel: (03) 9870 2239.
Facebook: GWRingwood

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GWChermside

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Games Workshop Gent
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Tel : 09 223 91 20. Facebook : GWGent

Games Workshop Liège
27 rue de la Régence, B4000, Liege.
Tel : 04 223 32 93. Facebook : GWliege

Games Workshop Namur
34 rue de Fer, B5000 Namur.
Tel : 08 165 98 65. Facebook : GWNamur

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Games Workshop Chinook Centre
6455 Macleod Trail SW, Unit 0191, Calgary,
AB, T2H 0K9. Tel: (403) 319-0064.
Facebook: GWChinook

Games Workshop Durham Centre 1
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L1Z 1E9. Tel: (289) 372-3042.
Facebook: GWDurhamCentre

Games Workshop Halifax Shopping Centre
6950 Mumford Road, Unit 304, Halifax, NS,
B3L 4W1. Tel: (902) 442-0297.
Facebook: GWHalifax

Games Workshop Highgate Village
7155 Kingsway, Suite 201, Burnaby, BC, V5E
2V1. Tel: (604) 629-1064. Facebook:
GWHighgateVillage

Games Workshop Kingsway Garden Mall
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Edmonton, AB, T5G 3A6. Tel:(780) 474-7166.
Facebook: GWKingsway

Games Workshop Langstaff Square
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GWLangstaffSquare

Games Workshop Montreal-EC
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Facebook: GWMontrealEC

Games Workshop Square One
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Games Workshop West Edmonton
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Games Workshop White Oaks Mall
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MB, R2M 5G3, Tel: (204) 254-4864.
Facebook: GWWinnipeg

Games Workshop Yonge and Lawrence
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Games Workshop Amiens
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Tel : 0 322 910 195. Facebook : GWAmiens

Games Workshop Avignon
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Tel : 0 490 840 007. Facebook : GWAvignon

Games Workshop Bordeaux
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Tel : 0 556 445 056. Facebook : GWBordeaux

Games Workshop Boulogne-Billancourt
40 avenue du Général Leclerc, 92100
Boulogne Billancourt. Tel : 0 141 039 055.
Facebook : GWBoulogneBillancourt

Games Workshop Caen
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Tel : 0 231 503 097. Facebook : GWCaen

Games Workshop Clermont-Ferrand
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48 rue Berbisey, 21000 Dijon.
Tel : 0 380 498 766. Facebook : GWDijon

Games Workshop Grenoble
54 cours Berriat, 38000 Grenoble.
Tel : 0 476 864 030. Facebook : GWGrenoble

Games Workshop Le Havre
44 rue du Maréchal Gallieni, 76600 Le Havre.
Tel : 0 235 415 150. Facebook : GWLehavre

Games Workshop Lille
78 rue Nationale, 59800 Lille.
Tel : 0 320 316 989. Facebook : GWLille

Games Workshop Limoges
3 rue Othon Peconnet, 87000 Limoges.
Tel : 0 555 103 841. Facebook : GWLimoges

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Facebook : GamesWorkshopLyon

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Games Workshop Metz
52 En Fournirue, 57000 Metz.
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Montpellier.
Tel : 0 467 586 890. Facebook : GWMontpellier

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Tel : 0 389 662 621. Facebook : GWMulhouse

Games Workshop Nancy
10 rue Saint-Dizier, 54000 Nancy.
Tel : 0 383 306 256. Facebook : GWNancy

Games Workshop Nantes
9 rue du Moulin, 44000 Nantes.
Tel : 0 240 891 045. Facebook : GWNantes

Games Workshop Nice
13 rue Lépante, 6000 Nice.
Tel : 0 493 925 222. Facebook : GWNice

Games Workshop Nîmes
5 rue des Fourbisseurs, 30000 Nîmes.
Tel : 0 466 213 709. Facebook : GWNimes

Games Workshop Orléans
12 rue des Carmes, 45000 Orléans.
Tel : 0 238 628 012. Facebook : GWOrleans

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10 rue Hautefeuille, 75006 Paris.
Tel : 0 146 332 001. Facebook : GWParis06

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Tel : 0 153 447 182. Facebook : GWParis12

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Tel : 0 145 457 203. Facebook : GWParis14

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6 rue Bordenave d'Abère, 64000 Pau.
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Games Workshop Kiel
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Games Workshop Trier
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Games Workshop Monza
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Games Workshop Roma
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Games Workshop Ferrara
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Games Workshop Jinbocho
Jinbocho 1-1 1F, Chiyoda-Ku Kanda, Tokyo. Tel: 03 3296 2733. Facebook: GW.Jinbocho

Games Workshop Nakano
Broadway Bldg. 223-2, Nakano-Ku Nakano 5-52-15, Tokyo. Tel: 03 5380 4636. Facebook: GW.Nakano

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Games Workshop Oslo
Mollergata 5/9, 179, Oslo. Tel: 22 33 29 90 Facebook: GWOslo

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Games Workshop Amsterdam
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Games Workshop Breda
Torenstraat 21, 4811 XV. Tel: 076 5229277. Facebook: GWBreda

Games Workshop Den Haag
Schoolstraat 12B, 2511 AX. Tel: 070 3927836. Facebook: GWDenHaag

Games Workshop Dordrecht
Voorstraat 386G, 3311CX. Tel: 078 6119040. Facebook: GWDordrecht

Games Workshop Eindhoven
Kleine Berg 50, 5611JV. Tel:040 2443448. Facebook: GWEindhoven

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Deu i Mata, 96 (esquina Prat d_en Rull), Barcelona, 08029. Tel: 93 410 15 21. Facebook: GWDeuiMata

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Andrés Mellado, 3 (esquina Alberto Aguilera), Madrid, 28015. Tel: 91 544 22 92. Facebook: GWArguelles

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Don Ramón de la Cruz 31, Madrid, 28001, 91 577 21 87. Facebook: GWDonRamon

Games Workshop Rafael Salgado
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Games Workshop Tres Aguas
Centro Comercial Tres Aguas, Av. de América 7-9, local 256B, Alcorcón, Madrid, 28925. Tel: 91 610 16 50. Facebook: GWTresAguas

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Roger de Lauria 11, València, 46002. Tel: 96 351 57 27. Facebook: GWValencia

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Games Workshop Appleby Village
491 Appleby Line, Unit #9, Burlington, ON, L7L 2Y4. Facebook: GWApplebyVillage

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100 Bayshore Drive, Unit T-59, Nepean, ON, K2B 8C1. Tel: 613-721-9604
Facebook: GWBayshore

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Facebook: GWBlueRidgeCrossing

Games Workshop Blue Diamond Crossing
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6820 Race Track Rd, Bowie, MD, 20715 Tel: (301) 464-4651. Facebook: GWBowie

Games Workshop Buena Vista
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Games Workshop City Walk
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Games Workshop Coles Crossing
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Facebook: GWColumbiaPalace

Games Workshop Cool Springs Village
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Games Workshop Deerwood Village
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Games Workshop Denton Town Crossing
1931 S Loop 288, #120, Denton, TX, 76205.
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Games Workshop Empire Shopping Center
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Games Workshop Forest Park
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Games Workshop Forest Plaza
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Games Workshop Hilltop East Shopping Center
1564 Laskin Rd. Unit 172, Virginia Beach, VA, 23451. Tel: 757-962-5259
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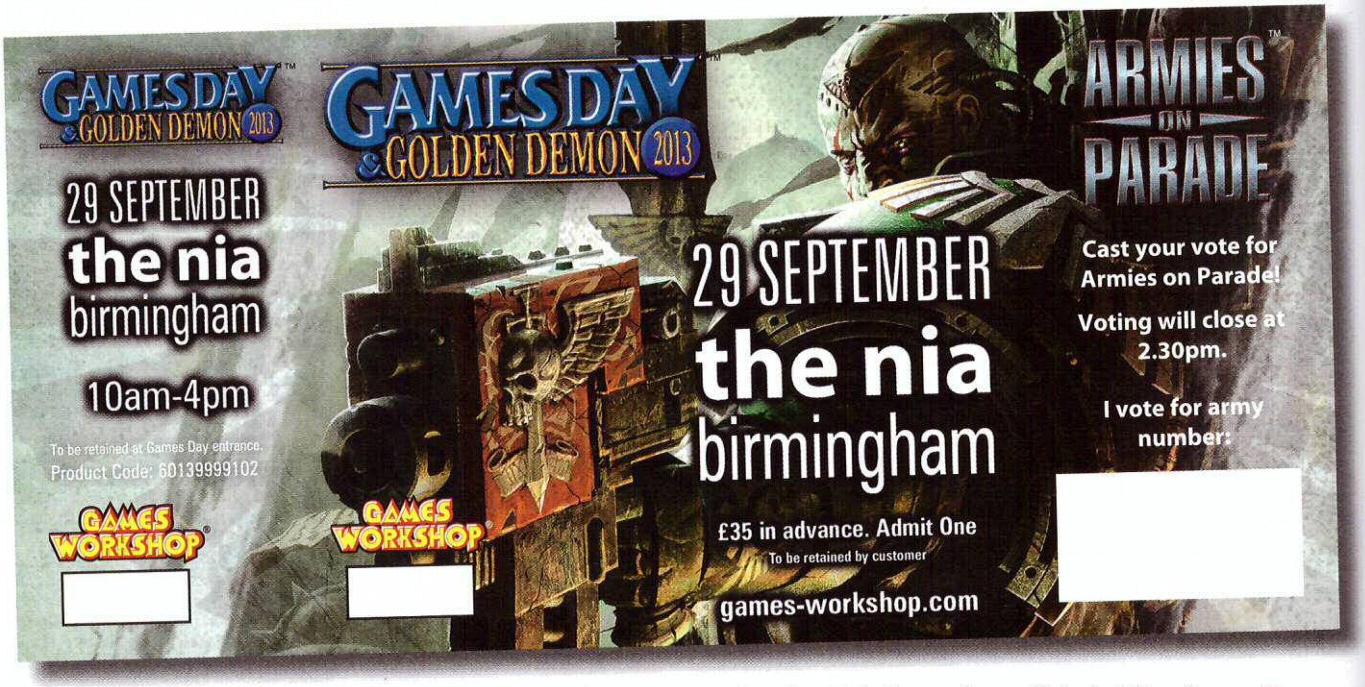

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10am-4pm

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ARMIES ON PARADE

Cast your vote for Armies on Parade!

Voting will close at 2.30pm.

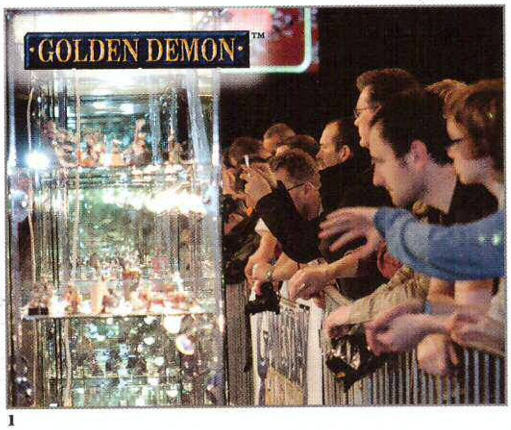
I vote for army number:

Games Day is the biggest and most exciting event in the Games Workshop calendar. Every year, thousands of hobbyists gather to meet the writers, designers and painters behind their favourite Citadel miniatures. For many, this is a once in a lifetime opportunity to find out how the 'Eavy Metal team paint a particular miniature, or how the sculptors achieve such iconic poses, and how the writers come up with such richness and depth in the rules and background that goes into the Codexes and army books.

On **Sunday 29th September** we'll be holding Games Day at the Birmingham National Indoor Arena (NIA) – a fantastic venue where you'll be able to see some of the finest examples of painted Citadel miniatures anywhere in the world in the Golden Demon cabinets, and pore over the sheer scale of talent at the Armies on Parade display. But you'd better hurry. Tickets are strictly limited to just 4,000, available from your local Hobby Centre and from **games-workshop.com.**

1 The Golden Demon cabinets at Games Day are packed full with the finest examples of painted Citadel miniatures anywhere in the world, and they're all on display for you to see.

2 Each year, thousands of excited hobbyists attend Games Day to see the magnificent display of Armies on Parade, and vote for the eventual champion.



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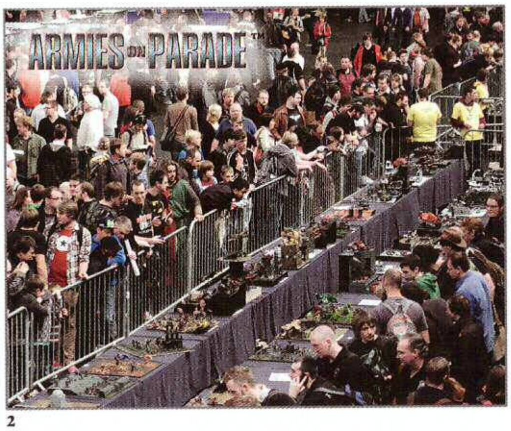

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COUNTDOWN TO THE APOCALYPSE™

This month, the galaxy trembles as thousands of war machines and billions of soldiers go to war, and it all begins at your local Hobby Centre!

From the towering Khorne Lord of Skulls to the ominous Necron Tesseract Vault, this month's New Releases are truly incredible and, as always, the staff in your local Hobby Centre are ready to help you; offering tips and techniques for collecting, assembling and painting these behemoths.

ONE-CLICK COLLECTIONS

There are also more than 100 amazing Apocalypse Formations available as one-click collections through your local Hobby Centre's in-store order point for you to discover. These are certain to make the difference between victory and defeat, and the staff in your store can help you decide which ones are right for you.

APOCALYPSE COLLECTORS CARDS

To help you plan for the coming Apocalypse, pick up and fill in your exclusive Apocalypse Collectors Card. These are perfect to help you plan your forces and decide what formations to include, enabling you to build up your collection bit by bit.

WORLDWIDE MEGA-BATTLE

Finally, to celebrate the launch of this cataclysmic new expansion for Warhammer 40,000 we're holding a grand event in your local Hobby Centre on **Saturday 13th July** that promises to be the biggest worldwide battle ever! Simply bring your collection of Citadel miniatures along to your local Hobby Centre to take part in the Countdown to the Apocalypse battle, with hundreds of flyers and tanks, and thousands of infantrymen, all battling for the glory of your local store.

This month, a billion worlds go to war, and it all begins at your local Hobby Centre!

WARHAMMER® WORLD

THIS SUMMER...

1

Take advantage of the long summer days we are currently enjoying, and visit Warhammer World this summer. We have an event hall packed with beautifully constructed feature tables, all available to reserve. Upstairs in the Citadel Miniatures Hall we have thousands of inspiring miniatures for you to see! Founded by master brewer, Josef Bugman himself, Bugman's bar is the place to seek refuge from the fires of war or swap tales of heroism, with a cup of coffee or mug of foaming ale and a hearty meal. At our Hobby Centre, you can get full access to the Citadel, Forge World and Warhammer Forge ranges of miniatures, books and hobby supplies.

As you can see, there is plenty to satisfy your passion for the hobby. We look forward to seeing you here at Warhammer World this summer.

2

3

1 Reserve one of our beautifully constructed feature boards, and take on your friends in an epic battle.

2 The Citadel Miniatures hall displays thousands of inspiring miniatures painted by the 'Eavy Metal team.

3 Swap tales of heroism with a refreshing drink and hearty meal in Bugman's Bar, founded by master brewer, Josef Bugman himself.

VISIT THE HOME OF THE HOBBY

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APOCALYPSE™ DOUBLES

5TH–6TH OCTOBER

The distant rumble of war becomes a deafening cacophony of devastation as the warmasters of countless armies come together to do battle over the war-torn planets of the 41st Millennium. Apocalypse is here, and what better way than to celebrate with a weekend of huge games of Warhammer 40,000 alongside a partner, as you march side-by-side into the crucible of war? Play huge games of Apocalypse over two days and enjoy a weekend of pure hobby indulgence.

WARHAMMER 40,000 COUNCIL OF WAR™

26TH–27TH OCTOBER

Council of War is Warhammer World's new team-based event, where four players form an allegiance and fight as one. Event creator Nick Bayton explains what it's all about:

Nick: Your team rises or falls as one – it's all about the efforts of all four players. You play one day of one-on-one games, combining your scores. Then on day two, you play an all-day, gigantic game of Apocalypse, with a 10,000 point combined army! It's a great chance to play with family, friends or your club-mates and have a great weekend!

PLAN YOUR VISIT

To find out more about Warhammer World, log into the Games Workshop website and click the Warhammer World button under the Warhammer 40,000 tab. You can contact us to find out more about an event, reserve a gaming table, or any other information. Call us on 0115 900 4994 or e-mail whworldevents@gwplc.com.

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3rd July 2013

Apocalypse Doubles
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Sat 05/10/13 –
Sun 06/10/13

Warhammer Throne of Skulls: October 2013
Event Date:
Sat 19/10/13 –
Sun 20/10/13

Warhammer 40,000 Council of War
Event Date:
Sat 26/10/13 –
Sun 27/10/13

TICKETS COMING SOON

7th August 2013

Warhammer 40,000 Throne of Skulls: November 2013
Event Date:
Sat 02/11/13 –
Sun 03/11/13

Warhammer Battle Brothers: November 2013
Event Date:
Sat 09/11/13 –
Sun 09/11/13

Warhammer 40,000 Legendary Battlefield: Vidar's Fate
Event Date:
Sat 23/11/13 –
Sun 24/11/13

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49 High Street, GL5 1AN.
Tel: 01453 765 920

Stroud, Pink Planet Games Exchange
22 Merrywalks Shopping Centre, GL5 1RR
Tel: 01453 755 555

HAMPSHIRE

Aldershot, The Games Shop
6 Wellington Street, GU11 1DZ.
Tel: 01252 311443

Alton, Alton Model Centre
7a Normandy Street, GU34 1DD.
Tel: 01420 542244

Andover, Andover Toys
20 Chantry Centre, SP10 1LX.
Tel: 01264 352263

Fleet, Fleet Toys
195 Fleet Road, GU15 3BL.
Tel: 01252 613949

Fordingbridge, All The Cool Stuff
64 High Street, SP6 1AX.
Tel: 01425 650696

Gosport, T.D Books and Wargames
111 Stoke Road, PO12 1LR.
Tel: 07969 494855

Havant, The Bunker Games
37 Market Parade, PO9 1PY.

Lymington, Toys of New Milton
71 Station Road, BH25 6HY.
Tel: 01425 617805

Newport, Cheap Thrills
Unit 3 Central Market, Scarrots Lane, PO30 1JP.
Tel: 01983 530570

Petersfield, Academy Arts and Crafts Centre
2 Winton Road, GU23 3HA.
Tel: 01730 261 642

Portchester, Wicor Models
20 Westend Street, PO16 9UZ.
Tel: 02392 351160

Ringwood, Toys of Ringwood
8, The Furlong, BH24 1AT.
Tel: 01425 479444

Romsey, Roundabout
17 The Hundred, SO51 8GD.
Tel: 01794 512145

Ryde, The Sports & Model Shop
9 Union Street, PO33 2DT.
Tel: 01983 563836

Shanklin, The Sports and Model Shop
69 - 71 Regent Street, PO37 7AE.
Tel: 01983 866824

Southampton, Bob and Sue's Models
2 Beaulieu Road, Dibden Pulieu, SO45 4PT.
Tel: 02380 844550

Southsea, Southsea Models
69 Albert Road, PO5 2SG.
Tel: 02392 733208

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Hereford, Hereford Model Shop
4 Commercial Road, HR1 2BB.
Tel: 01432 352 809

Hereford, Weobley Bookshop
Broad Street, HR4 8SA
Tel: 01544 319292

Ledbury, Little Shop of Wonders
44 Bye Street, HR8 2AA.
Tel: 01531 632206

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Berkhamsted, Hamlins of Berkhamstead
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Tel: 01442 864642

Buntingford, Lost Ark Games
37 High Street, SG9 9AD.
Tel: 01763 448414

Cheshunt, Creative Thinking
10 Newham Parade, College Road, EN8 9NU.
Tel: 01992 622333

Harpenden, Lorna's
4a Piggottshill Lane, AL5 1LH.
Tel: 01582 769204

Letchworth Garden City, A + M Motorcycles Ltd
1 Diamond Industrial Centre, Works Road, SG6 1LW. Tel: 01462 483 211

Letchworth Garden City, Cuthbert's Toys
21a Eastcheap, SG6 3DA.
Tel: 01462 486030

KENT

Broadstairs, Expressions of Broadstairs
65-67 High Street, CT10 1JL.
Tel: 01843 601620

Ashford, Kids Stuff
114 County Square Shopping Centre, TN23 1AB.
Tel: 01233 610200

Ashford, Xpress Games
2 Chapel Mews, North Street, TN24 8JN.
Tel: 01233 621710

Canterbury, Rocket Hobbies
Unit 14a Business Park, New Dover Road, CT1 3AA.
Tel: 08000 337189

Deal, John Roper
34 High Street, CT14 6TE. Tel: 01304 361404

Dover, Xpress Games
37 Biggin Street, CT16 1BU.
Tel: 01304 449358

Folkestone, Xpress Games
Unit 2 Town Walk, CT20 2AD.
Tel: 01303 488474

Folkestone, Penkraft (Kent)
304 Cheriton Road, CT19 4DP.
Tel: 01303 279292

Gravesend, Stamps and Hobbies
45 High Street, DA11 0AY.
Tel: 01474 534166

Hythe, Apple-Jax
156b High Street, CT21 5JU.
Tel: 01303 262602

Maidstone, No Man's Land
Unit 3 Corn Exchange, ME14 1HP.

Margate, Phoenix Fantasy
206 Northdown Road, CT9 2QU.

Ramsgate, Groovy Frog
4C York Street, CT11 9DS.
Tel: 0184 359 5177

Rochester, Rochester Games & Models
123 High Street, ME1 1JT.
Tel: 07952 230818

Sevenoaks, Manklows
44 Seal Road, TN14 5AR.
Tel: 01732 454952

Sevenoaks, J.H Lorimer (Sevenoaks)
78a High Street, TN13 1JR.
Tel: 01732 452840

Sittingbourne, Nickel Books
22a High Street, ME10 4PD.
Tel: 01795 429546

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Ashton-Under-Lyne, Rewind Collectables and Games
10 Wellington Street, OL6 6AJ.
Tel: 01613 396 116

Lancaster, Warmonger Miniatures
The Assembly Rooms, King Street, LA1 1JN.
Tel: 07585 667666

Blackburn, Batcave
48 Northgate, BB2 1JL.
Tel: 01254 667488

Blackburn, Mercers Toys
47 Darwen Street, BB2 2BL.
Tel: 01254 681401

Blackpool, I Collectables
68-70 Bond Street, FY4 1BW.
Tel: 01253 403839

Bolton, M.J Racing
21 Daisy Hall Drive, BL5 2SA.
Tel: 01942 386790

Bolton, The Portcullis Wargames Emporium
8 White Lion Brow, BL1 4AD.
Tel: 01204 772522

Burnley, Compendium
First Choice, Unit 2, Cavour Street, BB12 0BQ.
Tel: 01282 457060

Burnley, Games Arena Ltd
9 St James Street, BB11 1QL.
Tel: 01282 416 161

Clitheroe, Cowgills of Clitheroe Ltd
4 - 6 Market Place, BB7 2DA.
Tel: 01200 423587

Colne, West End Model Centre
113 Albert Road, BB8 0BT.
Tel: 01282 867711

Fleetwood, The Model Exchange
1 Wood Street, FY7 7PX.
Tel: 01253 874247

Leigh, Storktown Limited
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Tel: 01942 671116

Ormskirk, Taylors of Ormskirk
21-25 Moor Street, L39 2AA.
Tel: 01695573516

Preston, Worthy Wargaming Limited
58 Lancaster Road, PR1 1DD.

Ramsbottom, Clark Crafts
Empire Works Railway Station, BL0 9AL.
Tel: 01706 826479

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Ashby-De-La-Zouch, Shellbrook Toys
1a Market Street, LE65 1AF.
Tel: 01530 412185

Ashby-De-La-Zouch, Steve's Models
Bullens Court Yard, Mill Lane Mews,
LE65 1HP. Tel: 01530 416 827

Coalville, Mad 4 Collectables
113 Belvoir Road, LE67 5BS.
Tel: 01153 0588 033

Hinckley, Game World
18 The Borough, LE10 1NL.
Tel: 01455 617 600

Leicester, Table Top Tyrant
66b Bedford Street South, LE1 3JR.
Tel: 0116 2533954

Lutterworth, Ace Connections Ltd
23 Market Street, LE17 4EJ.
Tel: 01455 558335

Market Harborough, Quinns
3 Crowns Yard, High Street, LE16 7AF.
Tel: 01858 432313

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Bourne, Paint A Pot Place
31 West Street, PE10 9NB.
Tel: 01778 420409

Grantham, A1 Hobbies Ltd
NG31 9SE.Tel: 01476 579393

Grantham, W Boyes & Co. Ltd Grantham
12 High Street, NG31 6PN.
Tel: 01723 582 181

Grimsby, Ramsdens ltd
451 Cleethorpe Road, DN31 3BZ.
Tel: 01472 315215

Grimsby, W Boyes & co. Grimsby
221 - 229 Freeman Street, DN23 9DW.
Tel: 01472 358 568

Holbeach, The Social Gaming Centre
46 High Street, PE12 7ED.
Tel: 0140 6426 089

Scunthorpe, R A Models
182 Ashby High Street, Ashby, DN16 2JR.

Skegness, Warlords of the Coast
171 Roman Bank, PE25 1RY.
Tel: 01754 763886

Skegness, The Model Shop
15a High Street, PE25 3NY.
Tel: 01754 763429

Spalding, Masons Models
20 New Road, PE11 1DQ.
Tel: 01775 722456

Spalding, Gamelink
46 Holdbranch Road, PE11 2HQ.
Tel: 01775 72252

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Barnett, Toys Toys Toys
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East Sheen, Pandemonium
125 Sheen Lane, SW14 8AE.
Tel: 0208 8780866

Finchley, Leisure Games
100 Ballards Lane, N3 2DN.
Tel: 0208 346 2327

Harrow, Toy Galaxy
178-180 Station Road, HA1 2RH.
Tel: 0208 4240300

London, Dark Sphere
57 York Road, SE1 7NJ.
Tel: 0207 9287220

Pinner, Eds Party Pieces Ltd
17 Love Lane, HA5 3EE.
Tel: 0208 8660328

Ruislip, John Sanders Store No 385
77-79 High Street, HA4 8JB.
Tel: 01895 634848

MANCHESTER

Manchester, Fanboy Three Ltd
17 Newton Street, M1 1FZ.
Tel: 01422 378532

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Brimstage, Wargame Store
Brimstage Hall Courtyard, CH63 6JA.
Tel: 0151 3421233

Liverpool, Derbyshires
22 - 24 Chapel Lane, Formby, L37 4DU.
Tel: 01704 878 934

Liverpool, The Scythe and Tea Cup Gamer Cafe
61a Kempston Street, GU9 7PB.
Tel: 01512 981665

St Helens, War and Hobby
22 Cooper Street, WA10 2BQ.

St Helens, Scot Rock Hobbies
Unit 7 Junction Lane, Sutton, WA9 3JN.
Tel: 07512 098742

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Dereham, Starlings Toymaster
10 Wrights Walk, NR19 1TR.
Tel: 01362 697769

Great Yarmouth, Platform 1 Model Shop
73 Victoria Arcade, NR30 2NU.
Tel: 01493 843258

Holt, Starlings-Toymaster
12 High Street, NR25 6BN.
Tel: 01263 713101

Huntstanton, The Pavillion Toymaster
17 The Green, PE36 5AH.
Tel: 01485 533108

Norwich, Langleys
Wendover Road, Rackheath Ind Est,
NR13 6LH. Tel: 01603 621959

Norwich, Kerrisons
353 Aylesham Road, NR3 2RX.
Tel: 01603 494008

Sheringham, Starlings Toymaster
31-33 High Street, NR26 8DS.
Tel: 01263 822368

NORTHAMPTONSHIRE

Northampton, Wargames Workshop
3a Abington Square, NN1 4AE.
Tel: 07931 775263

Rushden, Osborne Sports & Toys
118 High Street, NN10 0PE.
Tel: 01933 312415

Wellingborough, Software Seller
12 Silver Street, NN8 1BQ.
Tel: 01933 440861

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Arnold, W Boyes & Co Ltd
61-63 Front Street, NG5 7EB.
Tel: 01159 260106

Mansfield, The Games Emporium
Handley Arcade, NG18 1NQ.
Tel: 01623 640022

Mansfield, Dreamlike Gaming Ltd
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Estate, NG19 9BG. Tel: 0162 361 1112

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43-45 Castle Gate, NG24 1BE.
Tel: 01636 673116

Retford, Bookworm
1 Spa Lane, DN22 6EA.
Tel: 01777 869224

Shirebrook, Prints Charm-ing
2 Patchwork Row, NG20 8AL.
Tel: 01623 748 985

West Bridgford, Inspirations
18 Central Avenue, NG2 5GR.
Tel: 0115 9821200

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Banbury, Trinder Bros Ltd
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Bicester, Bicester Toys and Nursery
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Tel: 01869 323946

Carterton, Giles Sports, Toys & Cycles
1 Alvescot Road, OX18 3JL.
Tel: 01993 842396

Chipping Norton, Harpers (Home and Garden) Ltd
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Tel: 01608 642 832

Oxford, Boswells Toymaster
1-4 Broad Street, OX1 3AG.
Tel: 01865 241244

Witney, Dentons
1 High Street, OX28 6HW.
Tel: 01993 704979

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Donnington, Sanda Games
4 Albert Place, TF2 8AF.
Tel: 01952 676722

Newport, Choicebuster
71 High Street, TF10 7AU.
Tel: 01952 814354

Oswestry, Marcher Toys and Hobbies
7-9 Leg Street, SY11 2NL.
Tel: 01691 654535

Shrewsbury, Totally Games Ltd
26 Clairmont Street, SY1 1QG.
Tel: 01691 688994

Wellington, Questing Knight Games
6 Old Bakery Row, The Parade, TF1 1PS.
Tel: 01952 417747

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Bridgwater, Insane Games
7 East Quay, TA6 5AZ.
Tel: 01278 433554

Bristol, Cut and Thrust Gaming
61 Old Market Street, BS2 0EJ.
Tel: 0117 3020021

Bristol, Area 51
230 Gloucester Road, BS7 8BA.
Tel: 0117 9244655

Burnham On Sea, G.W. Hurley
27-29 High Street, TA8 1PA.
Tel: 01278 789281

Clevedon, Insane Games
15 Old Street, BS21 6ND.
Tel: 01275 871612

Frome, Frome Model Centre
2 Catherine Street, BA11 1DA.
Tel: 01373 465295

Midsomer Norton, Signals
Unit 8, Holly Court, High Street, BA3 2DB.
Tel: 01761 402484

Minehead, Daisy Chain
10 Park Street, TA24 5NQ.
Tel: 01643 706 578

Portishead, Careys Home and Garden
17 High Street, BS20 6AE.
Tel: 01275 398930

Somerton, Somerton Hobbies
Unit 4, Half Moon Park, TA11 6QQ.
Tel: 01458 273755

Street, Insane Games
Unit 9 Crispin Centre, BA16 0HP.
Tel: 01458 441443

Taunton, Hatcher & Sons Ltd.
Unit 3a, The Monarch Centre, Off Venture Way, Priorswood, TA2 8RX.
Tel: 01934 622141

Taunton, Krackers
5 Bath Place, TA1 4ER.
Tel: 01823 335057

Wells, Insane Games
2 St. Cuthbert Street, BA5 2AW.
Tel: 01749 679911

Weston-Super-Mare, M.T Games Limited
21-23 Meadow Street, BS23 1QQ.
Tel: 01934 429959

Yeovil, Atomic Comics & Games
Unit 1, Glovers Walk, BA20 1LH.
Tel: 01935 432 639

Yeovil, Witch Engine
7 South Western Terrace, BA20 1NB.
Tel: 01935 427077

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Burton On Trent, Midco Toys (Toy Planet)
169 High Street, DE14 1JE.
Tel: 01332 347734

Cannock, Cooks Newsagent
54 Market Street, WS12 1AG.
Tel: 0154 3422 647

Fenton, Guys That Game
301-303 City Road, ST4 2QA.
Tel: 02081338048

Leek, Old Skool
Unit 10, Smithfield Centre, ST13 5JW.
Tel: 01538 383 161 (07536106627)

Lichfield, Digital Dragons
15 Lombard Street, WS13 6DT.
Tel: 07941 637793

Lichfield, Titan Games Ltd
5 Bore Street, WS13 6LJ.

Longton, A N Miniature Models
21 Commerce Street, Longton, ST3 1NW.
Tel: 01782 321 790

Newcastle Under Lyme, The Games Pad
3 York Place, ST5 2AH.
Tel: 01782 660 343

Newcastle Under Lyme, Jollies Arts
6-8 Liverpool Road, Newcastle Under Lyme, ST5 2AT.
Tel: 01782 616 700

Rugley, A.E Wargaming
Unit 16 A/B, 14-16 Brewery Street, WS15 2DY.

Stafford, Stafford Games
Unit L, Tolgate Drive, ST16 2HS.
Tel: 01785 255577

Stafford, Too Fat Goblins
Unit 3, The Colonade, East Gate Street, ST16 2NQ.
Tel: 01785 244499

Stoke on Trent, Big Boyz Toyz
Station Road, Barlaston, ST12 9DH.
Tel: 01782 372 014

Wombourne, Maypole Toys Ltd
4 Maypole Street, WV5 9JB.
Tel: 01902 895 770

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Beccles, Toy Box
32 New Market, NR34 9HE.
Tel: 01502 712785

Bury St Edmunds, Starlings Toymaster
62 Cornhill, IP33 1BE.
Tel: 01284 761646

Felixstowe, Wizards Workshop
14 Undercliff Road West, IP11 2AW.
Tel: 01394 277233

Lowestoft, Annatar
152 London Road North, NR32 1HB.
Tel: 01502 513477

Newmarket, Moons Toyland
85 High Street, CB8 8UG.
Tel: 01638 663147

Stowmarket, D.J. Collectables
37 Ipswich Street, IP14 1AH.
Tel: 01449 771015

Sudbury, Tinetty's Toys
23 Gaol Lane, CO10 1JL.
Tel: 01787 372 238

Woodbridge, Toytown
8 Church Street, IP12 1DH.
Tel: 01394 383170

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Camberley, HobbyToyShop
32 Obelisk Way, GU15 3SG.
Tel: 01276 682473

Cobham, Funtasia
3 Oakdene Parade, KT11 2LR.
Tel: 01932 867374

Cranleigh, Enchanted Wood.
Unit 8, Building 19 Dunsfold Park, GU6 8TB.
Tel: 01252 722222

Croydon, Gordons Toy and Stationary
255a Lower Addiscombe Road, CR0 6RD.
Tel: 0208 6543389

Croydon, Heroes and Legends Gamers Ltd
25 - 27 St Georges Walk, CR0 1YH.
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Egham, Venus News
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Farnham, Games Pod Computer Games
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Godalming, The Classical Game Shop
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Tel: 01483 416786 Oxted, J.H. Lorimer Ltd. (Oxted)
129-131 Station Road East, RH8 0QA.
Tel: 01883 715305

Sutton, The Games Shop
51 Stonecot Hill, SM3 9HJ.
Tel: 02086 446660

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Brighton, Onslaught Games
1 Hove Park Villas, OX10 0EW.
Tel: 07927 963841

Burgess Hill, Kid's Stuff
16 Market Place, RH15 9NP.
Tel: 01444 257724

Burgess Hill, Woody's Models & Collectables
Unit 20 Market Place, RH15 9NP.
Tel: 07796 842 422

Chichester, Kids Stuff
53 South Street, PO19 1DS.
Tel: 01243 788055

Chichester, Shell Toys & Gifts
High Street, East Withering, PO20 8BL.
Tel: 01243 672353

East Grinstead, Martells of Sutton
Queens Road, RH19 1BE.
Tel: 01342 312303

Hastings, Hastings Hobbies
19 Robertson Street, TN34 1HL.
Tel: 01424 200021

Haywards Heath, Clarke's
106-108 South Road, RH16 4LL.
Tel: 01444 457551

Horsham, Battlequest Games
33 Queen Street, RH13 5AA.
Tel: 01403 242003

Lewes, Tashtori Arts & Crafts
29 Station Road, BN72DB.
Tel: 01273 487670

St. Leonards-On-Sea, Silverhill Models & Toys
383 London Road, TN37 6PA.
Tel: 01424 431133

Uckfield, Kid's Stuff
2 Bell Walk, TN22 5DQ.
Tel: 01825 768398

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Gateshead, Graham's Wuerkshoppe
Unit a16 Stonehills Business, Complex, Pelaw, NE10 0HW.
Tel: 01914 690745

Houghton Le Spring, The Gamers Outpost
Enterpise House, Philadelphia Lane, DH4 4JW.
Tel: 0191 3852030

Newcastle Upon Tyne, Travelling Man
43 Grainger Street, NE1 5JE.
Tel: 01912 614993

North Shields, S.R. Gladston and Son Ltd
99 Bedford Street, NE29 6QJ.
Tel: 01912 570335

South Shields, Hawthorn Arts
Hawthorn House, 85 Westoe Road, NE33 4LU.
Tel: 01914 560822

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Alcester, Our Place
9 Swan Street, B49 5DP.
Tel: 01789 766755

Bedworth, Fun Fancy Dress Ltd
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Tel: 02476 313111

Leamington Spa, Avon Toys
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Tel: 01926 339 920

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22 Abbey Street, Nuneaton, CV11 5BU.
Tel: 02476 382331

Rugby, Joto Railways and Models
7 Lawrence Sheriff Street, CV22 5EJ.
Tel: 01788 562372

Rugby, Shadow Games Ltd
66 Church Street, CV21 3PT.
Tel: 07788 794 3151

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Coventry, Antics Model Shop
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Tel: 0247 6551155

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Chippenham, Thorntons at Signature
Borough Parade Shopping Centre, 22 Borough Parade, SN15 3WL.
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Devizes, Devizes Toys
29-30 Maryport Street, SN10 1AG.
Tel: 01380 723841

Melksham, Gamingalore
7a Bank Street, Melksham, SN12 6LE.
Tel: 01225 700754

Melksham, The Toyshop
11 Bank Street, SN12 6LE.
Tel: 01225 703204

Swindon, Spot On Models & Games
49 Fleet Street, SN1 1RE.
Tel: 01793 617 302

Trowbridge, The Toy Shop Trowbridge
Castle Street, BA14 8AS.
Tel: 01225 768415

Warminster, Pink Planet
31 High Street, BA12 9AG.
Tel: 01985 212555

Westbury, Triple Helix Wargames
3 Commerce Business Centre, Commerce
Close, BA13 4LS. Tel: 01373 855380

WORCESTERSHIRE

Blackminster, Evesham, Total Wargamer
Cadbury Courtyard, Blackminster Business
Park, WR11 7RE.
Tel: 01386 513013

Droitwich, Toyworld
21-23 High Street, WR9 8EJ.
Tel: 01905 772403

Headless Cross, Hobby Hut
100 Rectory Road, B97 4LJ.
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Pershore, Plumz Ltd
39 High Street, WR10 1EU.
Tel: 01386 555002

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Barnsley, Janco Toys
51 Park Road, Worsbrough Bridge, S70
5AA.
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Bedale, Golden Tortoise
1 Sussex Street, Bedale, DH8 2AN.
Tel: 01677 423233

Bridlington, Darkstar Gaming
35A Quay Road, YO15 2AR.
Tel: 07846 656 504

Bridlington, W Boyes & Co Ltd Bridlington
29 King Street, YO15 2DN.
Tel: 01262 609 111

Cleckheaton, The Craft Shop
12 Northgate, BD19 5AA.
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52-53 Middle Street South, YO25 6PS.
Tel: 01377 252101

Filey, Beachcomber
35 Belle Vue Street, Filey, YO14 9HU.
Tel: 01723 514434

Goole, Hall's Music
21 Pasture Road, DN14 6BP.
Tel: 01405 764191

Halifax, Halifax Modellers World
55 The Arcade, HX1 1RE.
Tel: 01422 349157

Huddersfield, Something Wicked
1 Wood Street, HD1 1BT.
Tel: 01484 559226

Hull, Archeron Games
35 George Street, HU1 3BA.
Tel: 01482 221011

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3 Railway Road, LS29 8HQ.
Tel: 01943 601344

Leeds, Millennium Models
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Leeds, Patriot Games Leeds
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Northallerton, Chips Northallerton
Zetland Street, DL6 1NA.
Tel: 01609 777612

Pickering, Trail Blazer Outdoors
17 Market Place, YO18 7AE.
Tel: 01751 474672

Richmond, Finklegate Tea Room
5a Finkle Street, DL10 4QA.
Tel: 01745 826801

Ripon, The Knowledge Magnet
8 Kirkgate, HG4 1PA.
Tel: 01765 690118

Scarborough, W Boyes & Co Ltd Scarborough
Queen Street, YO11 1HS.
Tel: 01723 375331

Scarborough, Space Myth and Magic
38 Eastborough, YO11 1HQ.
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Scisset, Springfield Hobbies
Unit 11 Nortonthorpe Ind Park, Wakefield
Road, HD8 9LA.
Tel: 01484 860086

Sheffield, Wargames Emporium
Workshop 8, Orchard Square, S1 2FB.
Tel: 0114 2754826

Sheffield, Outpost Wargames Ltd
30 Furnival Gate, S1 4QP.
Tel: 01142 752172

Sheffield, Impact UK
63 Laughton Road, Dinnington, S25 2PN.
Tel: 01909 560273

Sheffield, Model Zone Sheffield
24 The Oasis, Meadowhall Centre, S9 1EP.
Tel: 01142 569 633

Skipton, Craven Model Centre
Unit 3 Mount Pleasant, High Street,
BD23 1JZ.
Tel: 01756 794919

Whitby, W Boyes & Co Ltd Whitby
Station Square, YO21 1DU.
Tel: 01947 604403

Whitby, John Anderson – Toymaster
4 Bridge Street, YO22 4BG.
Tel: 01947 602213

York, W Boyes & Co Ltd York
35 Goodramgate, YO1 7LS.
Tel: 01904 610660

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Port Erin, The Rowan
3 Balmoral Buildings, The Promenade,
IM9 6AG.
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Tel: 01534 722 489

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Tel: 02825648821

Bangor, Replay Games
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Tel: 02891 452210

Belfast, Nerdtopia Coffee Limited
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Tel: 07955 016570

Blessington, The Blessington Bookstore
Main Street.
Tel: 00353 458 57730

Newcastle, Smyths Newsagents
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Tel: 02843 722 5036

Co Down, Roger's Toymaster
7 Bridge Street, Banbridge, BT32 3TL.
Tel: 018206 22225

Coleraine, Tabletop Craft
22A New Row, Co. Londonderry, BT52
1AF.
Tel: 0784 041 3823

Derry, Comics and Collectables
Level 2 Richmond Centre, Shipquay
Street, BT48 6PE.

Fermanagh, Modellers Corner
22 Darling Street, Enniskillen, BT74 7EW.
Tel: 02866 322367

Larne, The Black Knight Gaming Centre Ltd
Unit 31 Ledcom Industrial Estate, BT40
3AW.

Lisburn, Luce Balloons
Unit 12, Rosevale Industrial Estate,
171 Moira Road, BT28 1RW.
Tel: 02892 673718

Newcastle, Smyths Newsagents
12 Railway Street, Co. Down, BT33 0AL.
Tel: 02843 722 762

Newtownards, North Down Wargaming Centre
Ground Floor, Unit 2, Jubilee Road, Co.
Down, BT23 4 YH. Tel: 07934 396 885

Portadown, Creative Destruction
Millennium Courts Arts Centre, William
Street, BT62 3NX.
Tel: 02837 552411

SCOTLAND

Aboyne, George Strachens Ltd
Main Road, AB34 5HT.
Tel: 01339 886 080

Oban, Alba
6 Albany Street, PA34 4AR.
Tel: 01631 563645

Angus, Mac's Model Railroading
4-8 Reform Street, DD8 4BS.
Tel: 01575 572397

Ayr, The Lost World
6 New Bridge Street, KA7 1JX.
Tel: 01292 290488

Banchory, Nano Toy Shop
Shop 2, 77 High Street, AB31 5TJ.
Tel: 01330 824545

Callander, James Bayne Fishing Tackle Shop
76 Main Street, FK17 8BD.
Tel: 01877 330218

Dumfries, Toytown
7 Church Place, DG1 1BW.
Tel: 01387 264884

Dunfermline, Abbey Models
2 May Gate, Dunfermline, KY12 7NH.
Tel: 01383 731116

Dunfermline, Walkers Opticians
Moray Way North, Dalgety Bay, KY11
9NH.
Tel: 01383 821688

Edinburgh, Toys Galore
13 Connely Bank Road, EH4 1DR.
Tel: 01313 328199

Edinburgh, Marionville Models
42 Turn House Road, EH12 8LX.
Tel: 0131 3177010

Edinburgh, Toys Galore
193 Morningside Road, EH10 4QP.
Tel: 01314 471006

Edinburgh, 6s To Hit
101 Lauriston Place, EH3 9JB
Tel: 01312 37 2310

Fife, The Hope Chest
22 Hunter Street, Kirkcaldy, KY1 1ED.
Tel: 01592 260116

Glasgow, Static Games
31-35 Parnie Street, G1 5RJ.
Tel: 0141 5529785

Greenock, Art Craft and Hobbies Ltd
83 Cathcart Street, Greenock, PA15 1DE.
Tel: 01475 785204
Hamilton, Ink Spot
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Tel: 01698 201311

Helenburgh, Acorn Art
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Inverness, Heroes for Sale
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Tel: 01463 711717

Inverurie, Models Unlimited
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Tel: 01467 672277

Johnstone, Quay Hobby Store
Unit 14 Vulcan Works, Floor Street, PA5
8PE.
Tel: 07847 092772

Kirkcudbbright, Solway Books
14 St Cuthbert Street, DG6 4HZ.
Tel: 01557 330635

Kirknewton, Potter Around
Overton Farm, Midlothian, EH27 8DD.
Tel: 01506 238961

Largs, Bus Stop Toy Shop Ltd
23 Irvine Road, KA30 8HR.
Tel: 01475 689892

Livingston, Worlds at War
Unit 17a The Mall, Craigshill, EH54 5ED.
Tel: 01506 494013

Murrey Grampian, Junners Toymaster
57-61South Street, Elgin, IV30 1JZ.
Tel: 01343 542492

Orkney, Cycle Orkney
Tankarness Lane, KW15 1AQ.
Tel: 01856 875777

Paisley, Paisley Model Centre
80-82 Aruleston Road, Paisley, PA1 3TS.
Tel: 01418 894221

Perth, The Gamers Pad
1 York Place, PH2 8EP.
Tel: 01738 442836

Rothesay, Bute Bargains
65-67 Montague Street, PA20 9BU.
Tel: 01700 505 656

Rothesay, Orange Banana
47 Victoria Street, Isle Of Bute, PA20 0AP.
Tel: 07951 158275

Shetland, Harrys Dept Store
Esplanade, ZE1 0LL.
Tel: 01595 693097

Stonehaven, Toymaster Toyland
19 Allardice Street, AB39 2BS.
Tel: 01569 766333

Thurso, Durrans
2 Sir Johns Square, KW14 7AN.
Tel: 01847 893169

WALES

Abarbargoed, Valley Craft Ltd
Unit 21 Bowen Industrial Estate, Mid
Glamorgan, CF81 9EP.
Tel: 01443 758002

Aberystwyth, The Albatross
29 Pier Street, SY23 2LN
Tel: 01970 617836

Barmouth, The Bargain Box
2 The Arches, King Edwards Street,
Gwynedd, LL42 1AD.
Tel: 07899 861012

Blaenau Ffestiniog, Porthmadog Models
6 Bank Place, Manor Road, LL49 9AA. Tel:
01766 830269

Cardiff, Mr Mac's Magical Emporium Ltd
Unit 7 Codas House, 52-60 Merthyr Road,
Whitchurch, CF14 1DJ.
Tel: 02920 020251

Cardiff, Firestorm Games
8 Trade Street, Penarth Road, CF10 5DQ.
Tel: 02920 227117

Carmarthen, Zapi Comix
2 Albion Arcade, Blue Street, SA31 3AB.
Tel: 01267 220 209

Ceredigion, Awen Teifi
23 High Street, Cardigan, SA43 1JG.
Tel: 01239 621373

Dolgellan, Waterloo
Studio 1, Bridge Street, LL40 1AU.
Tel: 01341 423 018

Fishguard, The Card Cabin
42 West Street, SA65 9AD.
Tel: 01348 875227

Haverfordwest, Emrys Art Supplies
22 Market Street, Sir Benfro, SA61 1NH.
Tel: 01437 779646

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9 Bridge Street, SA48 7HG.
Tel: 01570 422539

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Tel: 01492 872 707

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Unit 12, Pound Plaza, CF61 1DL.
Tel: 01446 794118

Mid Glamorgan, Jet Models and Hobbies
27 Bartlett Street, Caerphilly, CF83 1JS.
Tel: 02920 880600

Neath, Fish N Things
138 Denvor Road, Skewen, SA10 6TE.
Tel: 01792 812199

Newport, D-9 Models
Unit 7, Chartist Tower Block, Upper Dock
Street, NP20 1DX.
Tel: 01633 222282

Pembroke, Dragon Alley
63 Main Street, SA71 4DA.
Tel: 01646 621456

Pontypridd, Sugar and Spice
The Arcade, Church Street, CF37 2TH.
Tel: 07879 221379

Rhuddlan, Rhuddlan Models
Brynawel High Street, LL18 2TU.
Tel: 01745 590048

Rhyl, The Games Exchange Ltd
131 High Street, LL18 1TR.
Tel: 01745 336644

Tenby, Clarice Toys
4 Upper Frog Street, SA79 7JD.
Tel: 01834 843 493

Waterloo, Studio 1
Bridge Street, LL40 1AU.
Tel: 01341 423 018

Welshpool, Frontline Games
19a High Street, SY21 7JP.
Tel: 01938 590256

Newport, Western Valley Models
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Cavan, Clarkes Toymaster
Unit 3 Lakelands Retail Park.
Tel: 00 353 494 372 222

Sligo, Conways Sligo Bookshop
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Douglas, Art and Hobby Douglas
Unit 41 Douglas Court Shopping Centre.
Tel: 00 353 145 653 08

Letterkenny, Tinney Toys
Leck Road, Drumahoe.
Tel: 00 353 749 122 314

Blackrock, Art and Hobby Black Rock
Unit 23/24, Blackrock Shopping Centre.
Tel: 00 353 128 323 94

Donegal, World of Stuff
Level 2, Courtyard Shopping Mall,
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Tel: 00353 876656096

Dublin, Art and Hobby Liffey Valley
Unit 22, Liffey Valley Shopping Centre,
Clondalkin.
Tel: 00 353 145 653 08

Dublin, Gamers World
1 Jervis Street, Dublin 1.
Tel: 00 353 018 044 540

Dublin, Nimble Fingers
1 Dublin Road, Stillorgan.
Tel: 00 353 128 807 88

Santry, Art and Hobby Santry
Unit 13b, Omni Park Shopping Centre.
Dublin 9. Tel: 00 353 186 245 00

Dun Laoghaire, Art and Hobby Dun Laoghaire
Top Floor, Dun Laoghaire Shopping Centre.
Tel: 00 353 128 050 47

Dun Laoghaire, The War Chest
Unit 113, Dunn Laoghaire Shopping
Centre.
Tel: 00353 8778 25886

Newbridge, Art and Hobby Newbridge
Unit 18, Whitewater Shopping Centre.
Tel: 00 353 145 653 08

Killkenny, Art and Hobby Killkenny
No 9 Coffee House Lane, Market Cross
Shopping Centre,
Tel: 00 353 145 653 08

Dooradoyle, Art and Hobby Limerick
Unit 3, The Cresent Shopping Centre.
Tel: 00 353 145 653 08

Drogheda, Art and Hobby Drogheda
Unit G15, Scotch Hall Shopping Centre.
Tel: 00 353 145 653 08

Mullingar, Art and Hobby Mullingar
Unit 13, Harbour Place Shopping Centre.
Tel: 00 353 449 335 247

Athlone, Art and Hobby Athlone
Unit 9 Athlone Town Centre.
Tel: 00 353 145 653 08

Greystones, Art and Hobby Greystones
Unit 5 Blacklion Centre.
Tel: 00 353 145 653 08

Kerry, Caball Toymaster
Bridge Street, Tralee.
Tel: 00 353 667 121 847

Maynooth, Gamers Hub
Unit 1 – Geraldine Court, Doctors Lane.
Tel: 00 353 860 466 029

Navan, Art and Hobby Navan
Unit 33, Navan Town Centre.
Tel: 00 3531 456 5308

Clonmel, R.B Models
28b Queen Street. Tel: 00 353 526 124
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Thurles, Bookworm
I Parnell Street. Tel: 00 353 504 222 57

Newross, Campbell's
9 South Street.
Tel: 00 353 514 214 73

Wexford Town, Gamers Paradise
10 Selsker Street.
Tel: 00 353 539 121 190

Wicklow, The Hobby Hut
Unit 1 Fitz William Court, Wicklow Town.
Tel: 00 353 861 072 706

Wicklow, Hopkin's Toymaster
Main Street. Tel: 00 353 467 2225

Ashbourne, Toys @ Fun Galaxy
Unit 21 Ashbourne Retail Park, Ballybin
Road. Tel: 00 353 196 902 53

Cork, Other Realms
Paul Stree t Shopping Centre.
Tel: 00 353 214 222 224

Swords, Art and Hobby
Unit G42 The Pavilion Shopping Centre.
Tel: 00 353 180 848 45

Galway, Art and Hobby Galway
Unit 11, Level 2, Corbett Court Shopping
Centre, IR
Tel: 00 353 874 5312

Galway City, Dungeons and Donuts
The Bridge Mill, Lower Dominick Street.
Tel: 00 353 915 679 30

Limerick, The Gathering
43 Lower Gerald Griffin Street.
Tel: 00 353 613 151 33

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Aalst, Hermelijn
Molenstraat 36, 9300.
Tel: +32 (0)53 41 48 66

Aarschot, Top1Toys Ingelberts
Bogaardenstraat 19, 3200.
Tel: +32 (0)16 56 62 23

Antwerpen, Herman Verschooten Modelbouw
Eiermarkt 31a, 2000.
Tel: +32 32 32 66 22

Antwerpen, Ballien Modelbouwcenter
Turnhoutsebaan 340, 2140.
Tel: +32 32 35 97 08

Brugge, Verbrugghe Modelbouw
Koning Albert i-Laan 58, 8200.
Tel: +32 (0)50 32 39 72

Gent, Worlds End Comics
Overpoortstraat 110, 9000.
Tel: +32 (0)92 22 05 76

Halle, Het Spelplezier
Klinkaert 7, 1500
Tel: +32 (0)23 56 03 07

Halle, Mishra's Playground
Ninoofse Steenweg 104, 1500.
Tel: +32 (0)23 61 58 53

Halle, Top1Toys Halle
Basiliekstraat 66, 1500.
Tel: +32 (0)23 56 04 03

Hasselt, Oberonn
Kempische Steenweg 27, 3500.
Tel: +32 (0)479 67 96 90

Kortrijk, Albion
Doorniksestraat 52, 8500.
Tel: +32 (0)56 32 43 07

Kraainem, L'Atelier de Gepetto
Rue d'Argile 72, 1950
Tel : 02 661 30 17

La Hulpe, L'Atelier de Gepetto
Centre La Mazerine, 1310
Tel : 02 661 30 15

Leuven, Spelfanaat Leuven
Sint-Hubertusstraat 3, 3000.
Tel: +32 (0)486 73 83 24

Loenhout, BK Modelbouw
Oud Dorpstraat 61, 2990.
Tel: +32 33 36 10 50

Mechelen, Spelfanaat Mechelen
Keizerstraat 14, 2800.
Tel: +32 (0)15 20 17 45

Merksem – Antwerpen, The Gamestore
Ridder van Parijs Straat 7, 2170.
Tel: +32 (0)33 25 55 35

Oostende, King Arthur
Alfons Pieterslaan 96, 8400.
Tel: +32 (0)59 51 57 56

Roeselare, Black Border
Noorstraat 206, 8800.
Tel: +32 (0)51 20 82 50

Vilvoorde, Boekcenter
Leuvensestraat 147, 1800.
Tel: +32 (0)22 51 20 05

Watermael-Boisfort, L'Atelier de Gepetto
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Tel : 02 661 30 11

Westkerke, What Ever
Gistelse Steenweg 128, 8460.
Tel: +32 (0)473 77 15 41

Woluwe Saint Lambert, L'Atelier de Gepetto
Avenue Georges Henri 286, 1200
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BOLIVIA

Cochabamba, Last Trick
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Tel: 0059 1 720 07931

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Santa Cruz, Uroloki
Tel: 0059 1 726 20 510

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Tel: 0056 65 95 86 67

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Tel: 0056 22 46 34 60

Providencia, Santiago, Guild Dreams
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Santiago, Caleuche Hobbies & Battle Games
Tel: 0056 73 33 61 03

CHINA

Beijing, Beijing Book Building
Tel: 0086 10 66066504

Beijing, Beijing Warhammer Club
Tel: 0086 10 64037588

Beijing, Juvenile & Children Reading Experience Wonderland Warhammer Club
Tel: 0086 10 57526737

Beijing, No. 14th Arsenal
Room 1301, Building 22, Section 1,
XingHeYuan apartment, GongYi Xi Qiao,
FengTai District.
Tel: 0086 15 601219717

Beijing, 14th Arsenal
Room 2502, FuCheng Road, No.16,
HaiDian District.
Tel: 15601219717

Beijing, Qi-Wan Miniatures Wargame Club
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Beijing, Tong Yun Card Game
Tel: 0086 13801324686

Beijing, Wangfujing Xinhua Bookstore
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Beijing, Warhammer Elite Club
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Beijing, Warhammer Elite Club
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Beijing, Xinshi Hobby Xinjiekou Shop
Tel: 0086 10 82615654

Beijing, Xinshi Hobby Zhongguancun Shop
Tel: 0086 10 59863768

Chengdu, Kid's Castle
Tel: 0086 18 980681113

Chongqing, Xinshangyou Game
Tel: 0086 13 638392310

Fuzhou City, Play&Show Warhammer Club
Tel: 0086 59 183339562

Kunming, Kunming Elite Warhammer Club
Tel: 0086 13 658813689

KunMing City, Magic Factory
Shop 1-1, Mo Ma Mall 1st Building,
Alley DouFu Chang, Beijing Road,
Pan Long District.

Kunming, Yunnan Lanyu Model
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Qingdao, Qingdao Battle Of Wits Club
Tel: 0086 13 963950012

Shanghai, Boocup Grand Gateway
Tel: 0086 21 64480977

Shanghai, Boocup Jin Qiao
Tel: 0086 21 50306879

Shanghai, Boocup Kerry Parkside
Tel: 0086 21 50200551

Shanghai, Good Knight Board Game Store
Tel: 0086 21 35080880

Shanghai, You Lai, You Qu
Tel: 0086 13 916719676

Shanghai, Zark
Tel: 0086 21 53017710

Shantou, Miniature Kingdom
Tel: 0754 88 810916

Shenyang, Shenyang Warhammer Club
Tel: 0086 13 889197092

ShenZhen, Land Battlefield Hobby Center
No.152, First Trading Street, SheKou, Hai
Yun Jia Yuan, NanShan District.
Tel: 13632502582

Tian Jin, Tianjin Waaagh! Gaming Club
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Wuhan, Stormcastle Warhammer Club
Tel: 0086 13 476097121

Wuhan, Zhi-Li Model
Tel: 0086 27 82818761

Xian, Xian Waaagh Warhammer Club
Tel: 0086 13 488470106

Zhengzhou, Zhengzhou Warhammer Front HQ
Tel: 0086 13 592517573

COLOMBIA

Cali, Magic Colombia
Tel: 0057 072 371 4626

Medellin, Juego & Real
Tel: 0057 4 332 8686

CROATIA

Zargreb, DBS
Trgovački centar Borongaj, Krešičeva 32,
10000.
Tel: 00 385 123 338 28

Zargreb, Carta Magica
Frankopanska 24, 10000.
Tel: 00 385 14 846 099

CYPRUS

Kato Paphos, Cyprus Crusade
Tel: 00 35 7976 49072

Larnaca, Tapped Out
Shop 6, 33 Grigori Afxentiou Avenue,
6021.
Tel: 00 35 7246 22978

Nicosia, Isengard Fantasy Shop
4Z Diagoras Avenue, 1097.
Tel: 00 35 7226 80700

CZECH REPUBLIC

Brno, Cerny Rytír
Tel: 420541214860

Ceske Budejovice, Chaotit
Tel: 420602489158

Haradec Kralove, Knihkupectví Valhalla
Tel: 420495522009

Koprivnice, Magic
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Kostelec, Certuv Pekelny Kotlik
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Liberec, Battle Games-Obchodní Pavilion
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Ostrava, Matrix (Knihkupectví)
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Prague 1, Ogri Doupe
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Tel: 00 420 606 021 771

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Manesova 20, 500 02.
Tel: 00 420 495 522 009

Liberec, Svet Jotunheim
Fugnerova 667, 460 01.
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Vestin, Atlantis
Prikra 42, 755 02.
Tel: 00 420 772 771 988

DENMARK

Aalborg, Dragons Lair
Algade 63, 9000.
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Aalborg, 9K Painting
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Aarhus, Gunzone
Kystvejen 27 st, th, 8000.
Tel: 87 61 11 12

Aarhus C, Dragons Lair
Amaliegade 21, 8000.
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Erslev, Asgaard Games
Vendbjergvej 5, Galtrup, 7950.
Tel: 42 16 91 16

Esbjerg, Bunkern
Baggesens Alle 125, 6700.
Tel: 23 31 75 23

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Algade 23, 4281.
Tel: 58 85 51 11

Helsingør, Arnold Busck
Stengade 23, 3000.
Tel: 49 21 01 28

Herning, Færges Kælder
Smallegade 12, 7400.
Tel: 35 10 18 97

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Tidemansvej 16, 4300.
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Vestergade 2, 4300.
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Classensgade 25, 2100.
Tel: 35 43 65 35

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Skindergade 27, 1157.
Tel: 33 22 21 11

København S, Pipi Legetøj
Amagerbrogade 201, 2300.
Tel: 32 55 74 47

Kolding, Good Games
Låsbygade 13, 6000.
Tel: 75 50 03 04

Lyngby, Faraos Cigarer
Jernbanepladsen 63, 2860.
Tel: 32 10 23 23

Næstved, Guns n Games
Ramsherred 21, 4700.
Tel: 31 20 20 04

Nyborg, Boggodsken
Korsgade 17, 5800.
Tel: 65 31 02 09

Odense C, Dragons Lair
Gråbrødrepassagen 9, 5000.
Tel: 65 91 97 01

Ringsted, Andros
Tinggade 12, 4100.
Tel: 35 10 31 75

Rødovre, Arnold Busck
Rødovre Centrum 116, 2610.
Tel: 36 41 04 85

Odense, Arnold Busck
Rosengårdscentret, 5220.
Tel: 66 15 99 28

Randers, Læsehesten
Adelgade 7, 8900.
Tel: 86 40 41 50

Roskilde, Fanatic
Grønnegade 2, 4000.
Tel: 45 46 36 35 48

Silkeborg, Læsehesten
Bios Gård 11, 8600.
Tel: 86 82 88 33

Svendborg, Farve og Hobbyhjørnet
Klosterplads 4, 5700.
Tel: 62 21 31 31

Taastrup, Genbrugsbøger
Taastrup Hovedgade 95, 2630.
Tel: 27 29 35 26

FINLAND

Ahtari, Honkaniemen Kirjakauppa
Tel: 06 553 0027

Aland, Dillen Ab, Torggatan 7, 22100.
Tel: 018 15578

Ekenas, Kungsbokhandeln Ab.
Tel: 019 246 1028

Espoo, Tapiolan Pelikauppa
Kauppamiehentie 1, 02100.
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Hameenlinna, Pelihuone Enter
Palokunnankatu 14, 13100.
Tel: 044 508 1002

Heinola, Heinolan Talous-Muovi ja Lelu
Kauppakatu 19, 18100.
Tel: 03 715 3905

Helsinki, Fantasiapelit Helsinki.
Tel: 09 650 803

Helsinki, Simonkatu 9
Tel: 09 75 15 45 25

Helsinki, Fantasiapelit Helsinki
Vilhonkatu 4B /Vuorikatu 16, (Kaisaniemen
Metroasema), 00100.
Tel: 09 650 803

Helsinki, Stadin Pelikauppa
Kaisaniemenkatu 1, Sisäpiha, 00100.
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Hyvinkaa, Värinappi
Uudenmaankatu 14-16, 05800.
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Suvantokatu 8, 80100.
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Jyvaskyla, Fantasiapelit Jyväskylä
Kauppakatu 29, 40100.
Tel: 014 216 629

Karis, Blå Lådan Kd
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Kotka, Eagle Card Oy
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Kotka, Fantasiapelit Kotka
Tel: 044 500 0880

Kouvola, Muoviepox Ky
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Kouvola, Kouvolan Puolenkuun Pelit
Kouvolankatu 14, 45100.
Tel: 03 222 52 00

Kuopio, Fantasiapelit Kuopio
Tulliportinkatu 27, 70100.
Tel: 050 517 3915

Lahti, Puolenkuun Pelit
Rautatienkatu 16, 15110.
Tel: 03 751 5151

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Vuorikatu 9 L1, 50100.
Tel: 09 428 90753

Mikkeli, Lastentarvike Muppela
Maaherrankatu 14, 50100.
Tel: 015 361 611

Orivesi, Silver Seed
Ensintie 3, 35100. Tel: 041 777 5166

Oulu, Fantasiapelit Oulu
Rautatienkatu 10, 90100. Tel: 08 374 906

Pieksämäki, Sirkkis
Tel: 015 348 370

Pori, Askartelu-Pori
Yrjonkatu 7, 28100. Tel: 02 632 6671

Pori, Porin Pelikauppa
Satakunnankatu 23 B, 28130.
Tel: 02 529 8726

Porvoo, Porvoon Pelikauppa
Mannerheiminkatu 10, 06100.
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Raahe, Raahen Askartelu
Sovionkatu 11, 92100. Tel: 08 223 6825

Seinajoki, Pelikeidas Tel: 06 417 7880

Seinajoki, Fantasialinna
Mikko Ojanpera, Peltosenkatu 3, 60320.
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Slagelse, Uldtotten
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Tampere, Tuoni Tatuoinnit
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Tampere, Fantasiapelit Tampere
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Tel: 03 222 52 00

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Tel: 03 225 1850

Tampere, Puolenkuun Pelit Tampere
Hämeenkatu 17, 33200
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Turku, Fantasiapelit Turku
Humalistonkatu 8, 20100.
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Tel: 06 312 5111

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Athens, Fantasy Shop Central - Victoria
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Athens, Fantasy Shop Exarcheia
Themistokleous 43-45, Exarcheia, 106 83.
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Athens, Fantasy Shop Amarousiou
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Tel: 00 30 210 6234561

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千葉県 ホビーショップ アローズ
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Kashiwa, Hobby Space Mr.Field
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千葉県 ホビーショップ　ミスターフィールド
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大阪府 ブレインゲームショップ　ひがっち
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Osaka, Iconoclasm
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大阪府 アイコノクラズム
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Tokyo, Yellow Submarine Akihabara RPG Shop
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Kuala Lumpur, Borders Mont Kiara
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Kuala Lumpur, Times Bangsar
2nd Floor, Bangsar Shopping Center
Jalan Maarof, Bangsar, WP, 59000.
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Kuala Lumpur, Times Pavillion
Level 6, Pavilion KL, Jalan Bukit Bintang, WP, 55100.
Tel: 03 21488813

Kuala Lumpur, Warp Space Games
10C, Faber Plaza, Jalan Desa Jaya, WP, 58200.
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Petaling Jaya, The Games Circle
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Petaling Jaya, Toybox
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Mexico D.F, IMP Comics
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Mexico D.F, Kallisti
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Mexico D.F., Minas Tirith
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Lublin, Fantazja - Zabawki Firmowe
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Nowy Sacz, Graal Hobbit
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Olsztyn, Crazy Dwarf
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Opole, HMS Computers II
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Oswiecim, Skelp Modelarski Model-Hit
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Katowicka 81D/109, 61-131.
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THIS MONTH IN

There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Design Studio, Black Library authors stopping by for interviews or Forge World's most recent creations. We take a peek behind the curtain.

White Dwarf: Preparing for the Apocalypse has taken up a lot of the hobby time in the White Dwarf bunker, but there have been other goings on too…

The Design Studio: We talk to the Citadel miniatures designers about the new kits released this month, and the book's author, Phil Kelly, about massive battles.

Forge World: Forge World's teeming resin mines proved ripe for plunder one again, as we journeyed down to find out what was going on this month.

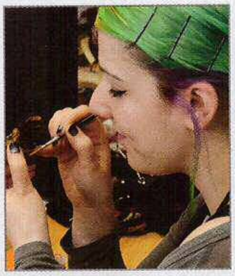
Black Library: Andrew interviews John French, the author of *Ahriman: Exile*, to learn all about the latest Black Library title.

THIS MONTH IN WHITE DWARF™

Any thoughts that our preparations for the Apocalypse might have curtailed the hobby goings-on in the White Dwarf bunker can be laid to rest, as this month has seen a flurry of gaming and painting. Here's a couple of the battles that have rocked our world this month.

1

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

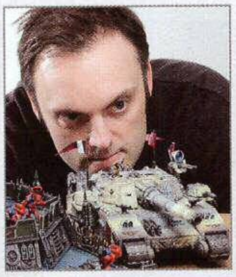
Beth's desk is an avalanche waiting to happen right now. At lunchtimes she assembles more models for her Dark Eldar army. Having already built and painted a Talos Pain Engine, Beth is now flitting between a squad of Wracks and some Scourges. It seems that she's intent on building up a large enough army to contend for leadership of the Dark City once and for all.

Jes Bickham

Poor ol' Jes spent the first half of the month assembling and painting his Tesseract Vault ready for the battle report, only to be struck by the corrupting powers of Nurgle on the very day of the game. Suspicious minds would argue that Jes' recently malady was in some way connected to his foray into collecting a Nurgle Daemon army… but there's surely no connection, right?

Dan Harden

Dan has swapped the battlesuits of the Tau Empire for the handguns and cannons of The Empire as he sets to work on his entry for Armies on Parade. Currently his upstairs landing is covered in units and bits of Fortified Manor as he plans out where everything will go on his Realm of Battle tile. This has resulted in several foot-on-lance incidents that he'd rather not talk about.



Matt Hutson

Matt has spent much of his time this month painting new models for his various Space Marine armies that you can see in this very magazine. As well as a Black Templars Land Raider he has painted three Dreadnoughts for his Blood Angels Battle Company. Now, he's planning to paint all the models currently sat on his desk – at a glance that's more than 20 Space Marine models.

Andrew Kenrick

Taking a break from infecting his boss with the flu and painting Death Guard, Andrew has turned his attention to the servants of Khorne. The inspiration behind this change of faith was the Lord of Skulls he painted, which he enjoyed doing so much he decided to use the same colour scheme on a squad of Berzerkers and Khârn the Betrayer. Next up is a Rhino for them to ride in.

2

1 Guy Haley's Mega Nobs about to make short work of some Tyranid Warriors. They really don't like 2+ armour saves and power klaws...

2 Glenn and Dan's Eldar and Tau clash; Glenn won a decisive victory.

3 Glenn's Wraithknight has become the most dreaded unit to play against in the hobby room, but Dan did at least manage to take it down.

3

WHITE DWARF GOES TO WAR

With the advent of Apocalypse, the White Dwarf team has gone Warhammer 40,000 crazy this issue and squeezed in as many games as they can. The gaming table in the hobby room has in particular seen some hard fought action – most recently a battle between Adam's Dark Angels and Andrew's Death Guard, a one-on-one fight in the aftermath of the Battle Report. Dan also wanted to see if his Tau could taken on Glenn's Eldar; Dan – sad to say – didn't have much left at the end of the game, but his Riptide did manage to eliminate the dreaded Wraithknight. Finally, ex-White Dwarf editor Guy Haley came for a visit and brought his gorgeous Orks for a long-overdue rematch against old foe Jes' Tyranids. After a fraught first couple of turns in which Guy killed fistfuls of Hormagaunts and Warriors, Jes' sheer number of Monstrous Creatures managed to carry the day and render Guy's Orks down to a nice fungus soup. Mmm.

Glenn More

Glenn has had a quite a few sleepless nights this month, painting furiously into the small hours as he tackles a selection of Imperial Guard tanks for his new army. That's not all though – Glenn has also been gearing up for a big weekend of gaming down south with a group of friends he has made at various Warhammer 40,000 Throne of Skulls events over the years.

Erik Niemz

"It's all been mostly green," Erik said, when asked what he'd been up to this month. "I've got so many Ork things on the go at once I've lost track." He's not joking either, with a Stompa, Battle Wagon and Burna Boyz all on the paint station. Some might think that all sounds like work, but not Mr Niemz. "I'm also starting a Heresy-era Emperor's Children army using Forge World models."

Kris Shield

For Kris this month, his hobby antics have revolved not around gaming (for a change) but instead revisiting his Alpha Legion army and filling in some gaps – as well as adding in new squad members to several of the units in his army he has also started work on a new Chaos Space Marines Predator. He assures us that next month he'll be looking for some games with his new models.

Adam Troke

Having driven himself more or less insane painting six Librarians, five Deathwing Knights, a Drop Pod, three Predator tanks and Chapter Master Azrael in only a couple of weeks, Adam is taking a bit of a rest. He's decided to put the finishing touches to his Inquisitorial retinue he started many moons ago. He's also threatening to paint even more Deathwing...

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:

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whitedwarf.co.uk

THIS MONTH IN

THE DESIGN STUDIO

Everything is Apocalypse-sized in the Design Studio this month, from the huge new miniatures and megalithic scenery to the massive Apocalypse book. Armed only with lasguns, Dan and Adam went to find out more about them (and hopefully return intact).

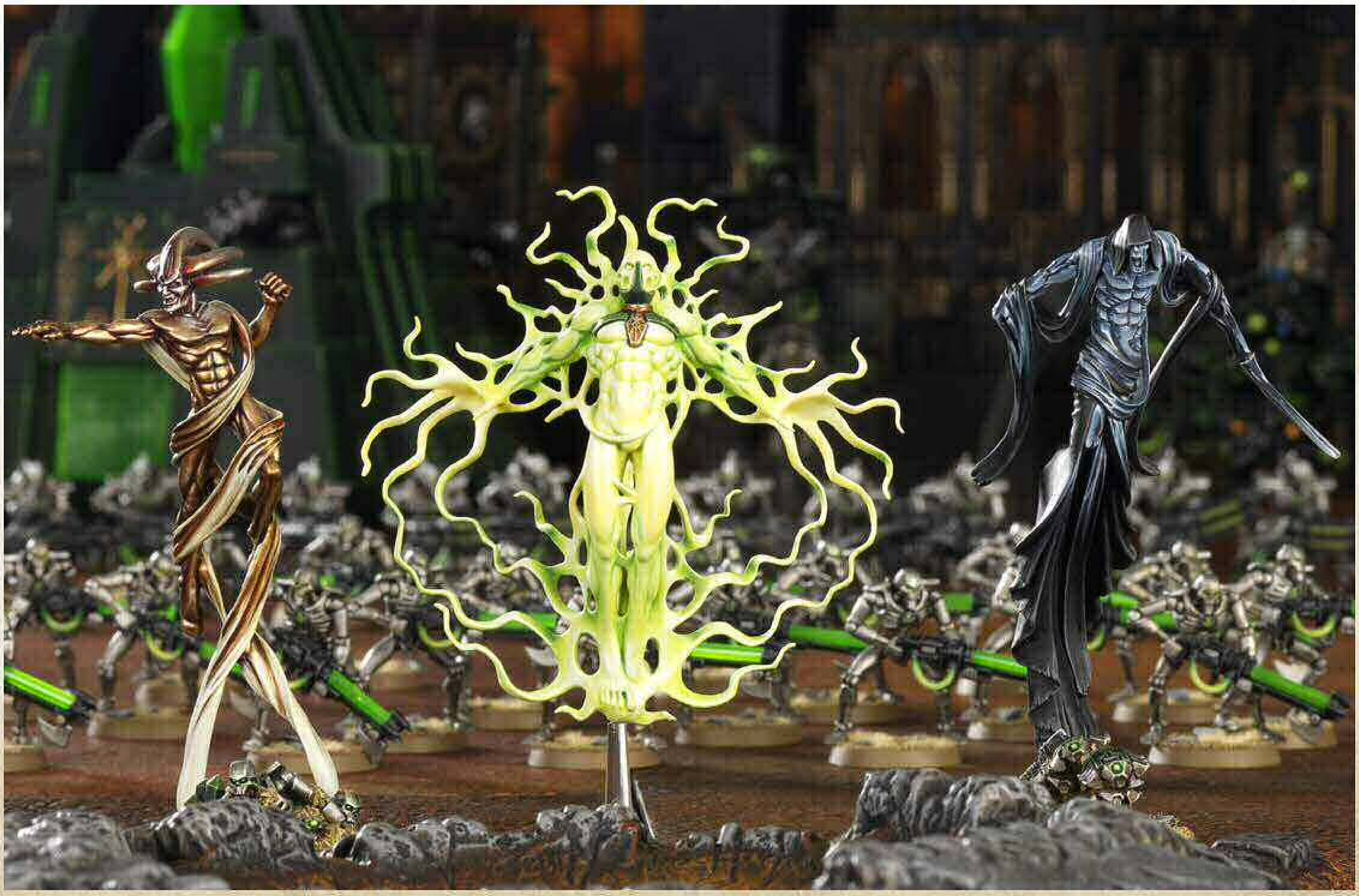
UNLEASHING A STAR GOD

Dave Thomas and Nick Ho explain just how much a C'tan Shard wants to escape from a Tesseract Vault.

Dave Thomas: Having worked on the current Necron range, I was keen to make a Super-heavy unit for them and I really wanted to design something based on a C'tan Shard. I love the idea of the Tesseract Labyrinth, but I wanted to create something bigger. The result was the Tesseract Vault – a prison for the most powerful and dangerous C'tan Shards.Despite the incredible technology of the Necrons, keeping a star vampire prisoner is extremely dangerous, even if it is only a small part of what it once was. I imagine that, even bound, a C'tan Shard would constantly fight against its bonds, which is why there are so many Scarabs and Canoptek Leeches holding the Vault together. As the C'tan Shard bends reality, tearing bits off the Vault, the Scarabs and Leeches rebuild it using the debris. It's a cyclical process of destruction and reconstruction.

Dave Thomas has sculpted many Necrons over the last few years, so he was the logical choice when it came to creating an Apocalypse unit for them. Nick Ho and Alex Hedström joined him on the project and between them they've created one of our largest plastic kits to date.

The Necron range already includes two C'tan Shards. Here you can see the C'tan Shards of the Deceiver (left) and Nightbringer (right) flanking a Transcendant C'tan, normally contained within the Tesseract Vault. If you build your model as an Obelisk, however, your Transcendant C'tan is spare, allowing you to loose the unfettered wrath of a star god on your foes.

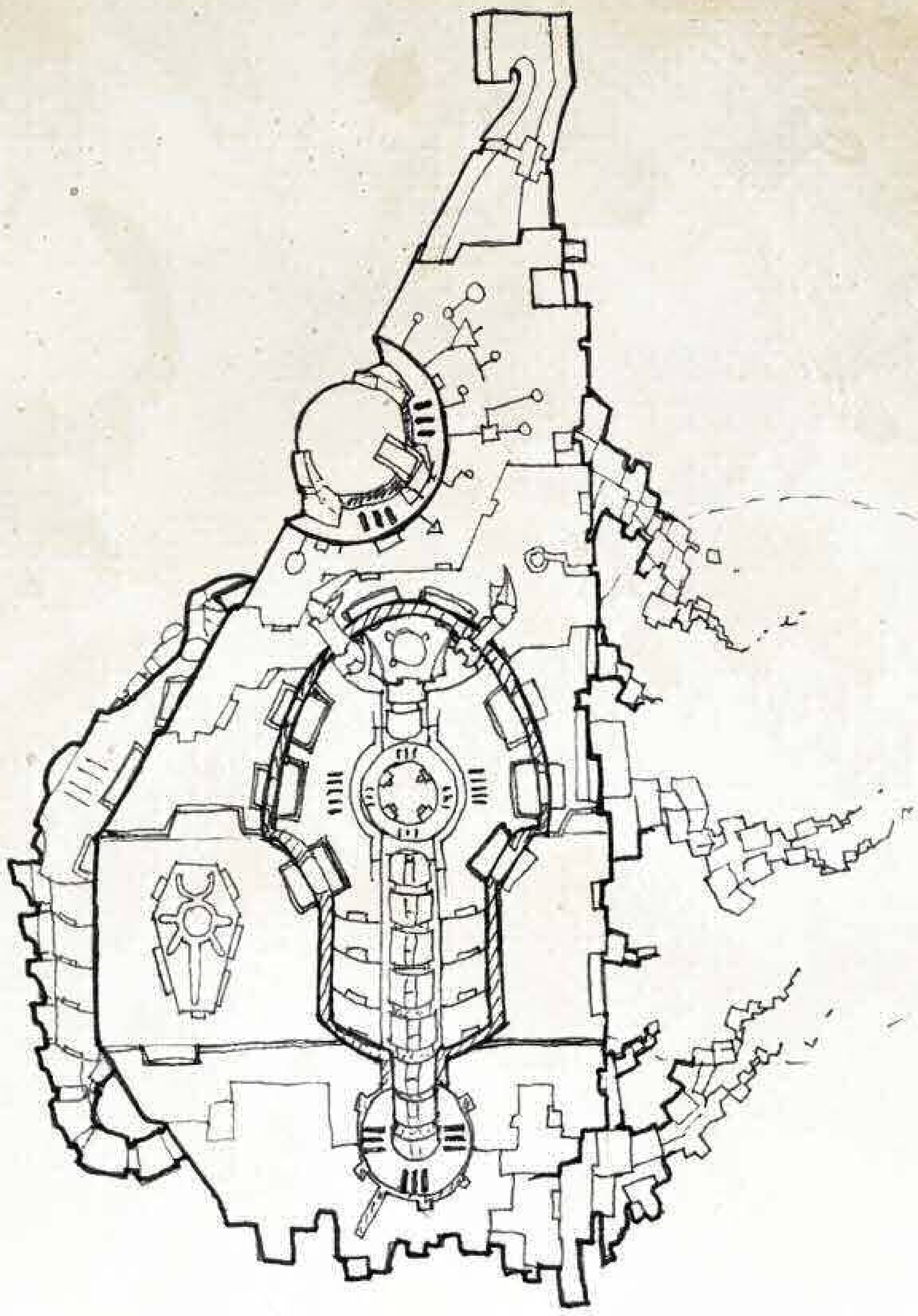


Nick Ho: I spent a lot of time detailing the inside of the kit – including several hundred Scarabs that work constantly to keep the Vault intact. The design on the inside of the panels was actually inspired by Necron star charts, geometric shapes and circuit boards – I envisage it teeming with minute nanoscarabs, almost like a miniature city.

Dave: The C'tan Shard itself was sculpted by Alex Hedström. We wanted to make it look like a prisoner, hence the face mask and the chest restraint.

Nick: The C'tan's in-game abilities generally involve fire, meteors or other extreme environmental activities, so we wanted to make it appear very elemental, as though it's tearing a hole through multiple dimensions. His spreadeagled shape was inspired, in part, by the arcs of energy you see in a plasma globe. And, of course, if you build the C'tan as a Transcendent C'tan (one that's escaped from a Tesseract Vault to wreak ruin on the battlefield) then you can build the rest of the kit as a Necron Obelisk – two units for the price of one! **DH**

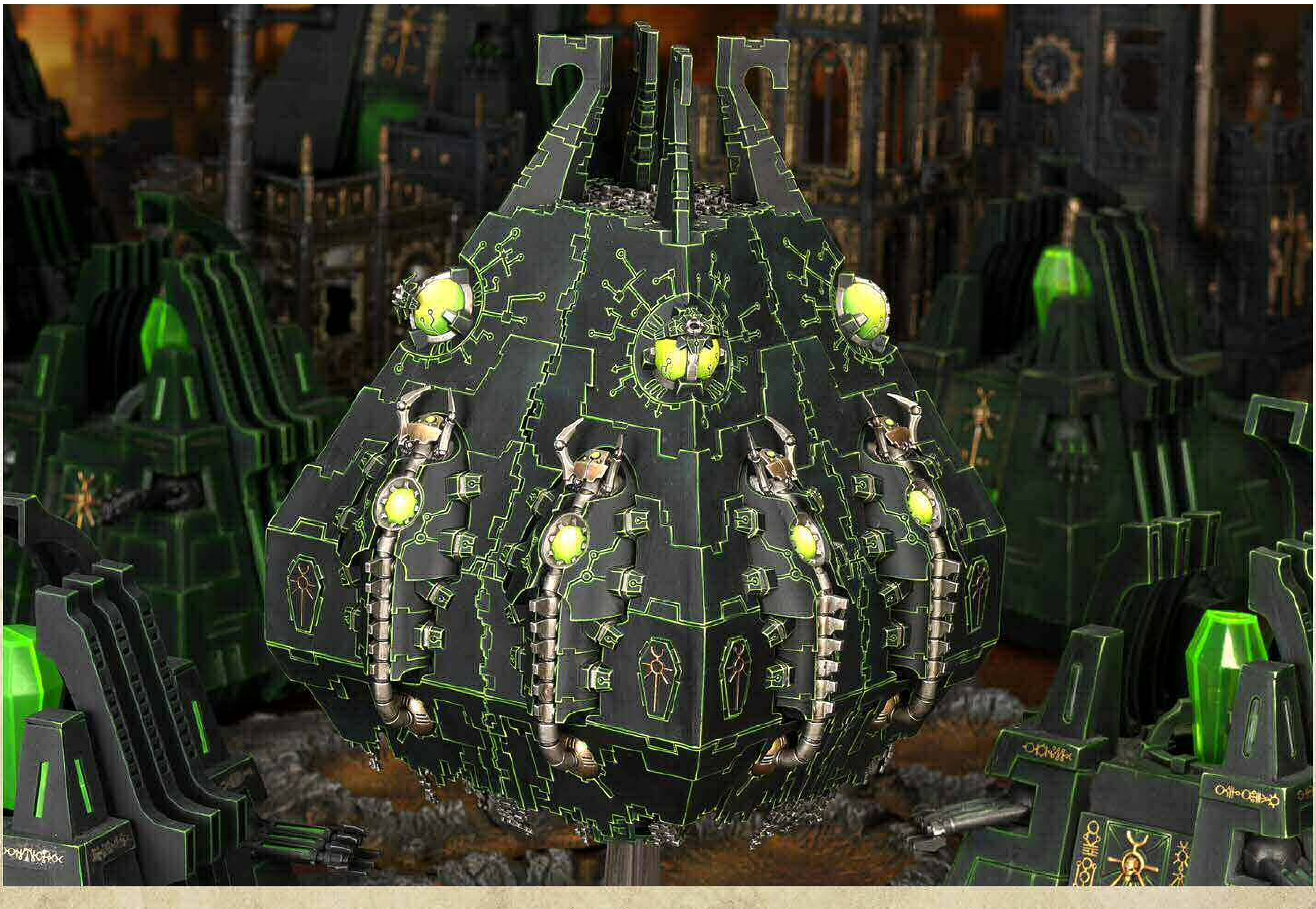
1



1 This sketch, taken from Dave Thomas' sketch book, shows the Tesseract Vault at an early point in its design – the finished piece matches Dave's vision very closely.

2 The Tesseract Vault can also be assembled as an Obelisk, a deadly anti-air unit capable of pulling enemy flyers and skimmers to their doom with its Gravity Pulse.

2



Dale Stringer is the man behind many of the larger kits to come out of the Design Studio recently, including the Tau Riptide and the Khorne Lord of Skulls.

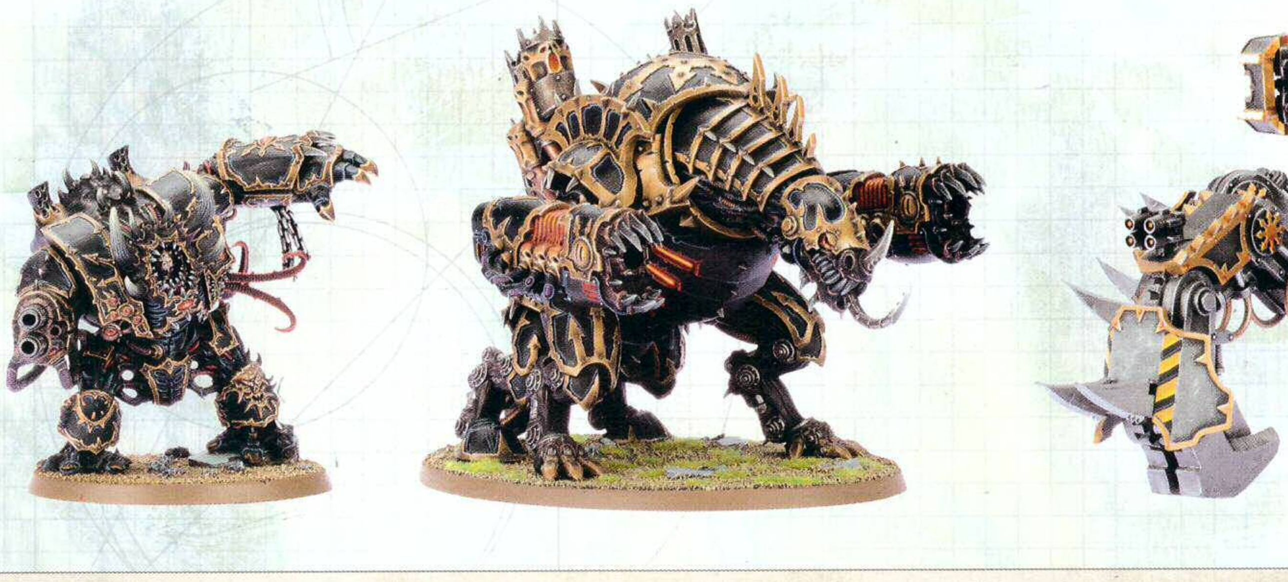
BLOOD FOR THE BLOOD GOD

Dale talks about his inspiration for the Khorne Lord of Skulls and tries to count how many skulls are on it.

Dale Stringer: When I was given the opportunity to design a new Apocalypse kit I knew that I wanted to create something really different. When I was younger I remember seeing the Epic Khorne Lord of Battle and thinking how cool the model was. I wondered how I could redesign it to fit in with the modern-day style of our Chaos miniatures. The 'dog head' look of Khorne's minions has become more subtle over the years and I didn't feel that it would sit right alongside the more mechanical Daemon Engines of the Chaos Space Marines. In the end I opted for a fusion between a Daemon knight and a multi-tracked vehicle that still retains the imagery (and even basic silhouette) of the original Lord of Battle.

Chaos (in all its forms) has a very strong visual look and I took a lot of design cues from other models in the Chaos ranges. The stylised Khorne symbols are very similar to the ones that Dave Thomas used on the Blood Throne of Khorne while the banded armour and rods of internal fire echo those on the Forgefiend and the Heldrake. The torso and the helmet were inspired by the Chaos Knights kit. I was also reading the Word Bearers omnibus at the time I started sculpting it and took a lot of inspiration from the description of the Daemon Engines that are mentioned in it. I liked the idea of them being tied down before battle, which is why there are broken chains hanging along the chassis from when it was finally released upon the

> **"A hurricane of anger and madness imprisoned in a body of flesh-cursed steel."**
> **– Codex: Chaos Space Marines**



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enemy. I wouldn't want to be the one sent to catch it when the battle was over.

When I design a model I like to think of the narrative behind it – how it would act and how its component parts would interact with each other. The Lord of Skulls is powered by the blood of its enemies so it needed a way to harvest it. Seeing as it will probably spend a lot of time in combat, it seemed logical to have some kind of grille on the front where blood and gore could be hoovered up and fed into the machinery and the tanks on the back. The skulls, as always, are kept intact for Khorne and many of them can be seen leaking out of joints or embossed on armour plates where they've slowly melded with the metal over the centuries. I actually have no idea how many skulls are on it – I lost count somewhere past the two hundred mark. **DH**

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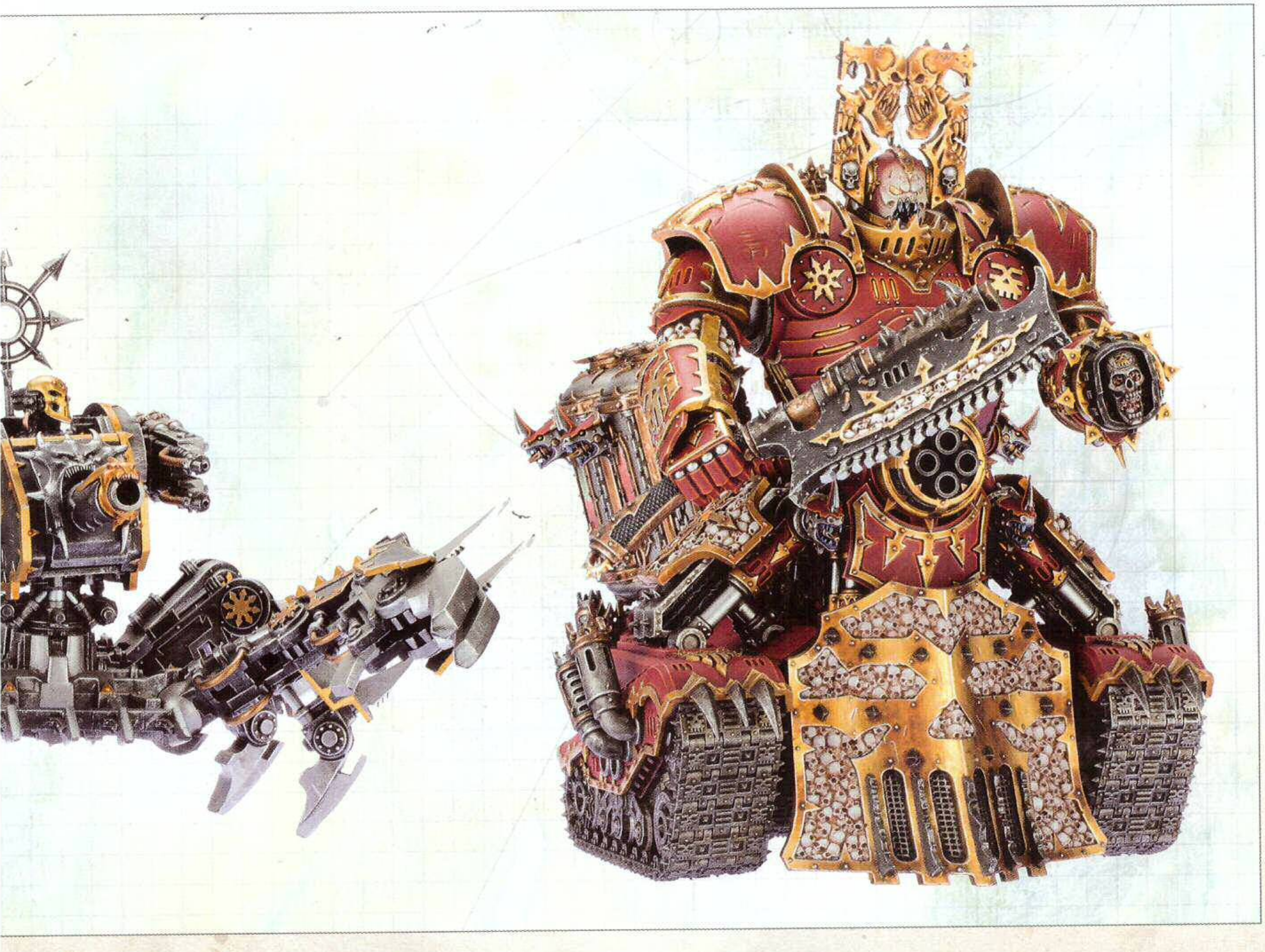
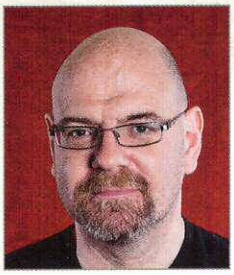
1 A rogues gallery of to-scale Daemon Engines. From left to right: a Helbrute, Forgefiend, Defiler and Khorne Lord of Skulls.

2 The spike-topped smoke stacks on the back of the Forgefiend established a design hook for the Chaos Space Marine Daemon Engines…

3 …That is continued in the design of the Lord of Skulls' back-mounted power plant and track units.



THIS MONTH IN THE DESIGN STUDIO



Dave Andrews is the Design Studio's father of fortifications, a scenery design guru whose defensive creations rival those of the great Perturabo.

APOCALYPTIC ARCHITECTURE

Dave Andrews speaks to Adam about the new additions to the Wall of Martyrs scenery range.

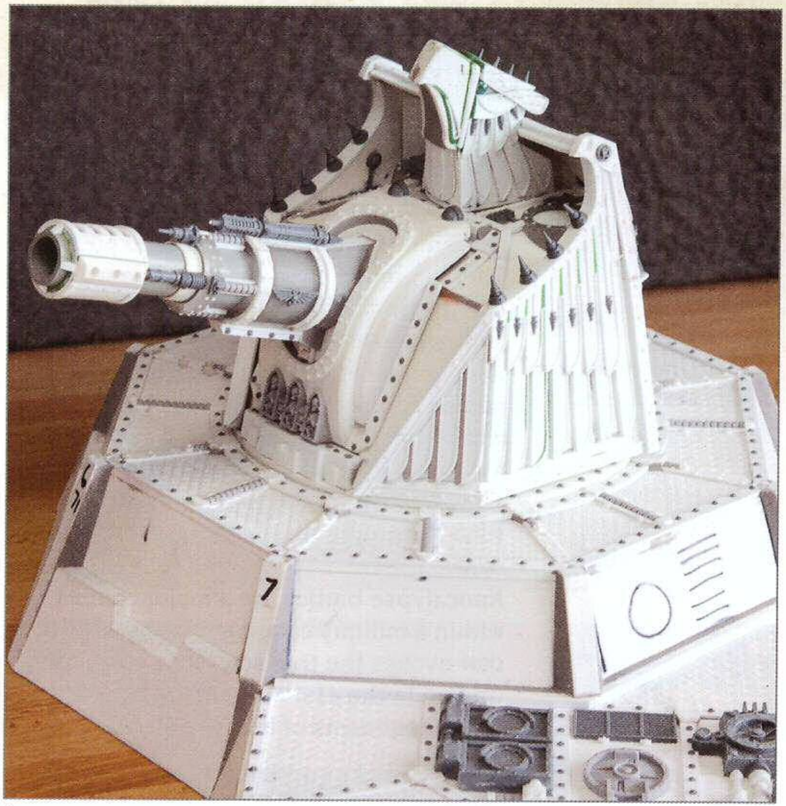
Dave: When I'm making scenery, I always set out with certain objectives in mind. These goals are to make sure that the scenery looks great, that it evokes the setting of the Warhammer 40,000 universe and to make sure it's satisfying to use in games (you want to be able to interact with it with your models).

The Wall of Martyrs came from our desire for a collection of evocative Warhammer 40,000 terrain that we could add to over time. That meant it would have to be versatile, so the different kits could be combined. The Defence Lines were our opening gambit – bringing the ugly concept of trench warfare to Warhammer 40,000 battlefields. When you make a model, it has to look fit-for-purpose first, and then gain secondary details afterwards – otherwise it simply won't be convincing. For example, a 17th Century battleship such as the HMS Victory looks very ornate, but if you strip away the detail and decoration it is still a very efficient and dangerous series of floating gun decks.

With all of the new kits, that was something I tackled by building each model with a particular battlefield role in mind, and then lavishing Warhammer 40,000 stylings upon it. A good example of this would be the Vengeance Weapon Batteries. These are relatively small autonomous defence weapons, the kind of weapons that can be sewn across a battle zone to offer maximum resistance to enemies that come along. Instead of modern hi-tech remote

controls like you might see on a battleship, in the Dark Millennium these would have a servitor built into the turret, sealed away for years at a time and accessed by a tiny maintenance hatch. The Firestorm Redoubt combines valuable air defences with a sizeable bunker. I used quad-linked icarus lascannons, because they look incredibly dangerous. If you're making an armed bunker to protect from the skies, you need to be confident it can get the job done.

The macro-cannon is a nod to an old weapon we wrote about in Rogue Trader, but never got around to making. Such a dominating weapon would surely be a great symbol of Imperial might and this is conveyed, not just by the lesser details that are sculpted on to the walls and battlements, but with the massive eagle wings that surround the gun turret. It's redolent with overtones of Imperial pomp and grandeur and an open challenge to the enemies of the Emperor. **AT**



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1 Dave's prototype model for the Aquila Strongpoint.

2 "As I was building the kits, my biggest hope was that people will feel inspired to play different kinds of games with this terrain," says Dave. "I imagine *The Guns of Navarone* style scenarios where players set up pre-game missions to see if they can silence the guns or, before the battle starts, knock out the air defences before a bomber waves flies over, or launch death-or-glory missions where massive hordes of models must attack a heavily fortified installation. If the terrain triggers new ideas and fun experiences, I'll be happy."

THIS MONTH IN THE DESIGN STUDIO

Having worked on the previous Apocalypse book, Phil was keen to sink his teeth into the latest incarnation and make it even more explosive than before.

LET THE APOCALYPSE BEGIN!

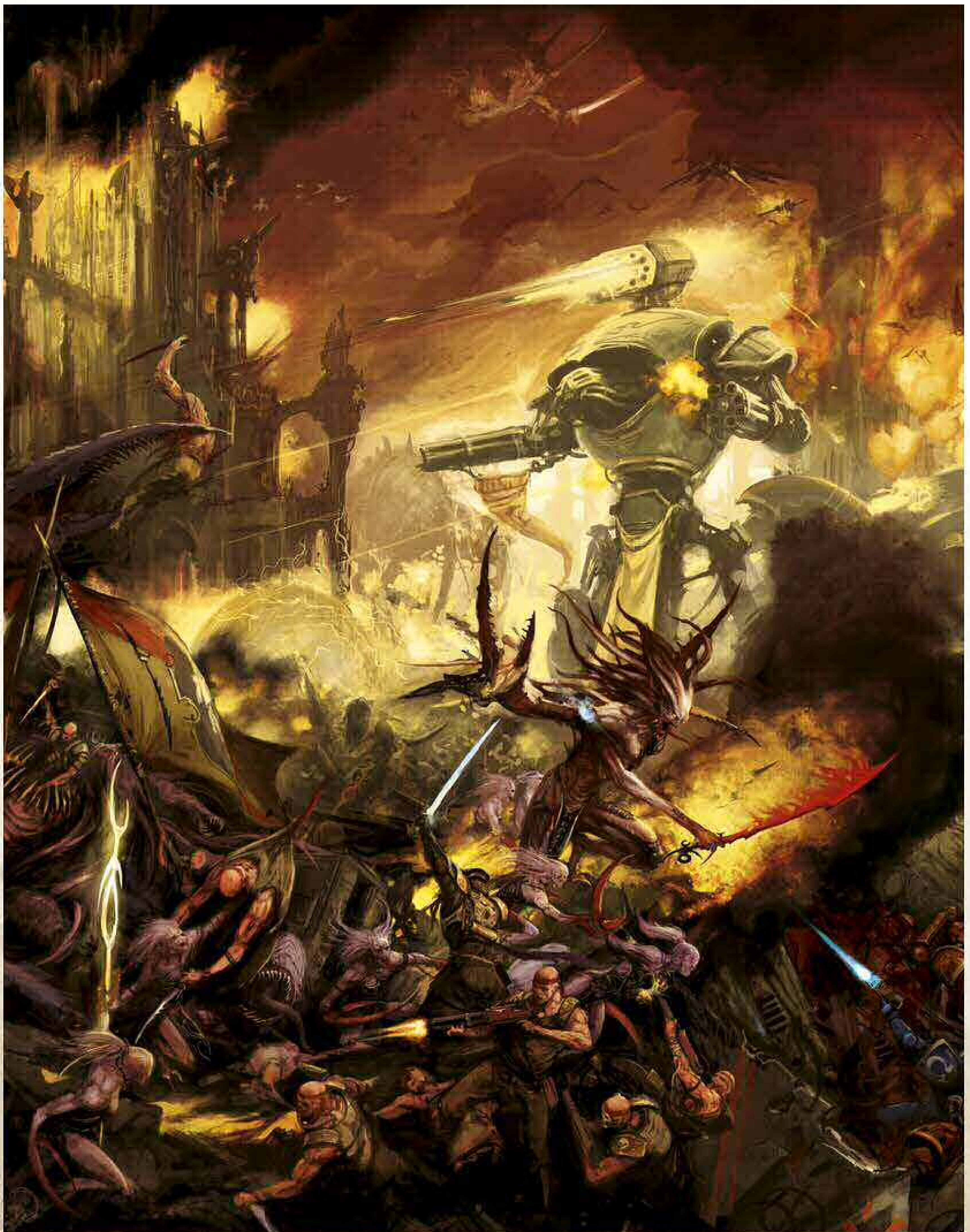
From epic heroics to massive explosions, Phil tells us more about the apocalyptic spectacle of war.

Phil: This is Apocalypse – the end of everything, the grand finale, a no holds barred storm of warfare! Apocalypse battles are the kind of games that we always dream of playing but rarely get to – normally because we've got jobs, school, families and other responsibilities to attend to (whether we like it or not). But, every now and again, we find the time to play a truly gargantuan battle and that's what Apocalypse is all about.

whole Space Marine Battle Companies take on tides of Daemons and massive Ork Waaaghs! An Apocalypse battle is, to use a suitable analogy, the last 15 minutes of an epic action film, where everything is exploding, warriors are dying in their droves, the world starts to fall apart around the protagonists and the hero of the hour does something so utterly heroic that he will be remembered for all time. It's all very cinematic.

For this edition of Apocalypse we've ramped it up with plenty of new rules to make the game even more spectacular. Those hobbyists familiar with Apocalypse will know of Strategic Assets. To continue my action film analogy, they are the plot twists of the Apocalypse world – the dirty tricks, the unexpected events and the big explosions. Divine Intervention represents the gods of the 41st Millennium taking an interest in the battle. With hundreds of warriors fighting and dying, it's only a matter of time before Khorne, Khaine or Gork (or possibly Mork) take an interest, and when they do the effects are palpable. Then you have Unnatural Disasters – the battlefield special effects. These battles are fought on war-torn worlds on the brink of destruction so it's inevitable that things are going to end messily. You can roll to see which unnatural disaster you're fighting through or the Games Master (GM) can decide which one to use and write it into the scenario.

On the subject of GMs, they are the directors of the battle. While it isn't essential to have a GM, we've found that they do make the game easier to play, ensuring that any issues are resolved quickly and making sure that everyone has enough time to eat lunch and plenty of coffee breaks (or tea breaks – we're British). remember, Apocalypse is all about having fun, but having someone to make sure everything runs smoothly is very handy indeed. **DH**



The back cover of the Apocalypse book is just as epic as the front and shows the true scale of war in the 41st Millennium.

AROUND THE STUDIO!

The Design Studio has been awash with preparations for Warhammer 40,000 Apocalypse.

The Studio's preparations for Apocalypse have gone further than many people might think. In addition to sculpting new models and writing the background and rules, there have been games (who knew work could be so much fun?), massive painting and modelling projects and endless photographs of apocalyptic armies. As we've gone about our White Dwarf duties, we caught some interesting scenes, some snippets of which we thought we would share with you here – it should give you a good idea of the fun and excitement around the HQ building this month. **AT**

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1-2 The Games Workshop UK Hobby Centres joined forces to paint the entire Ultramarines Chapter – 1000 Space Marines and all their vehicles is a truly impressive sight.

3 Dave Andrews and his band of chosen men created a massive fortress using the Wall of Martyrs range for us in only two days.

4 Jervis Johnson (holding the book) officiates over the rules for a playtest game as Kevin Chin points out his next target. Playtest games of this size always draw plenty of onlookers.

THIS MONTH IN
FORGE WORLD

There are wondrous things afoot in Forge World this month, so Erik and Adam had to be especially stealthy as they crept into the industrious hive of sculpting and imagination that is the Forge World Studio. Here's a glimpse of the wonders they found.

MINOTAURS CHAPTER: HECATON AIAKOS

Hecaton Aiakos is a hero of the Minotaurs Space Marine Chapter, who continues to fight alongside his battle-brothers within the life-sustaining confines of a suit of Contemptor Dreadnought armour. This ornately detailed miniature has been sculpted by Forge World's newest recruit, Israel Gonzalez. The Dreadnought's armour is patterned with fine filigree and the iconography of the Chapter. Hecaton Aiakos will be featured in a forthcoming Imperial Armour book.

1 The armour of the Dreadnought is lavishly wrought, featuring many of the recurring designs that appear on other Minotaurs characters, such as the pteruges you see on Asterion Moloc. This high degree of ornamentation draws from the Chapter's history of possessing access to the finest arms and armour.

2 The detail is so fine that this parchment has text inscribed into it.

3 Upon Hecaton's shoulder is this fantastic shield bearing a maze and Minotaur symbol.

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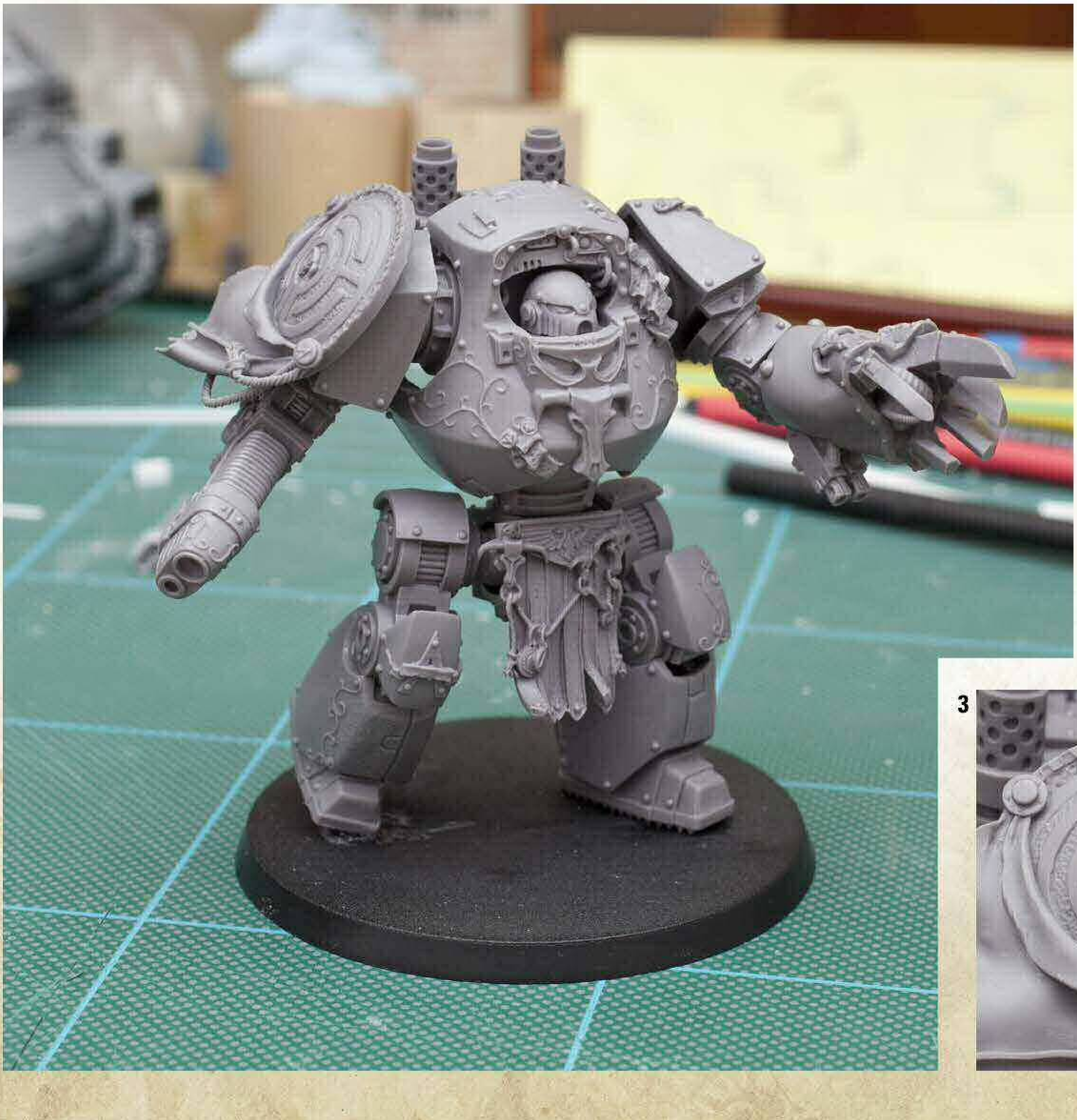

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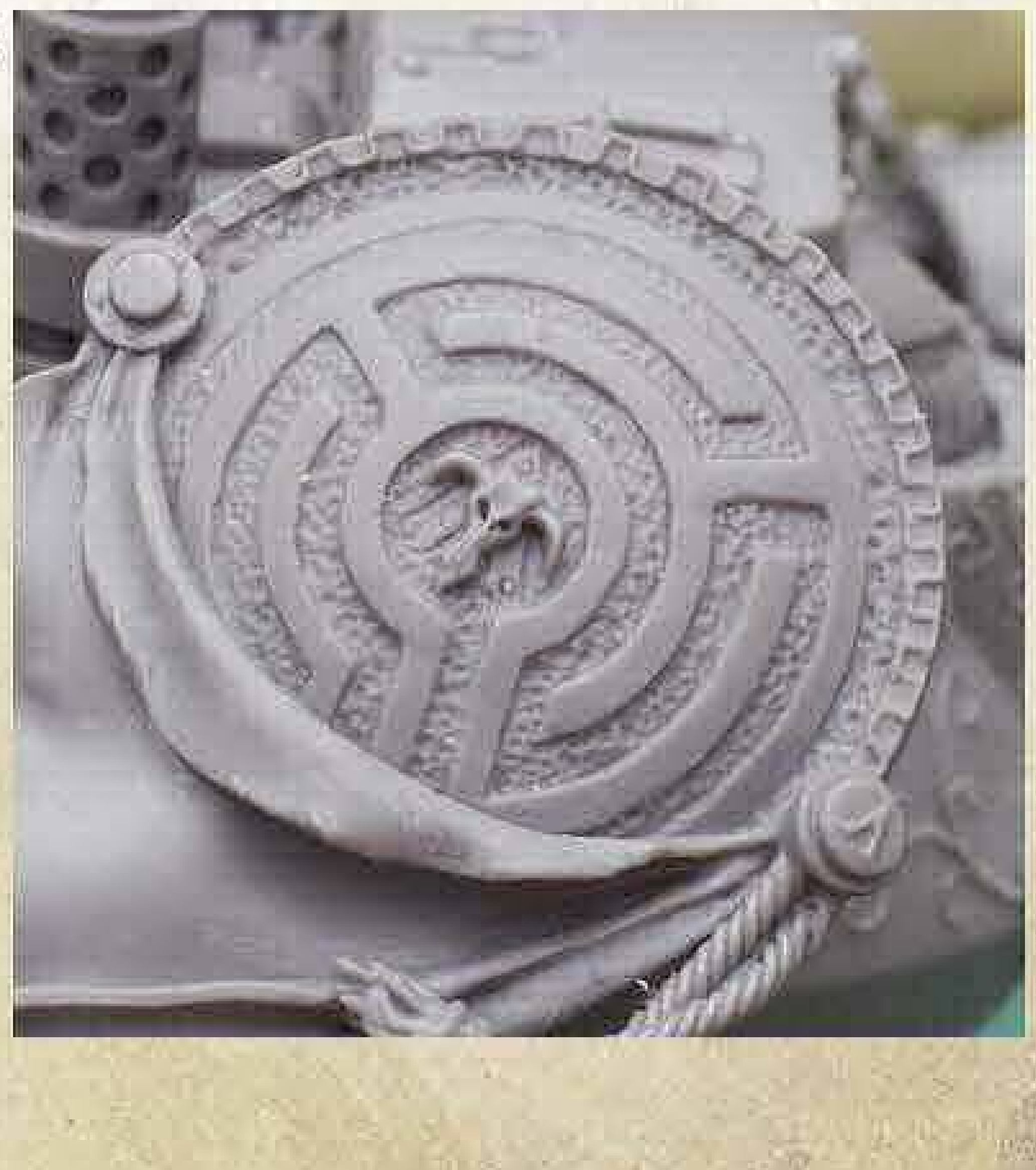

STEVE & BLAKE'S SPACE MARINES

For a few months now we have noticed model maker Steve Whitehead gathering a collection of beautifully painted Flesh Eaters Space Marines on the shelf behind his desk. He let us borrow some of them to show you – and we also pinched resident scenery maker Blake Spence's lovely Emperor's Children.

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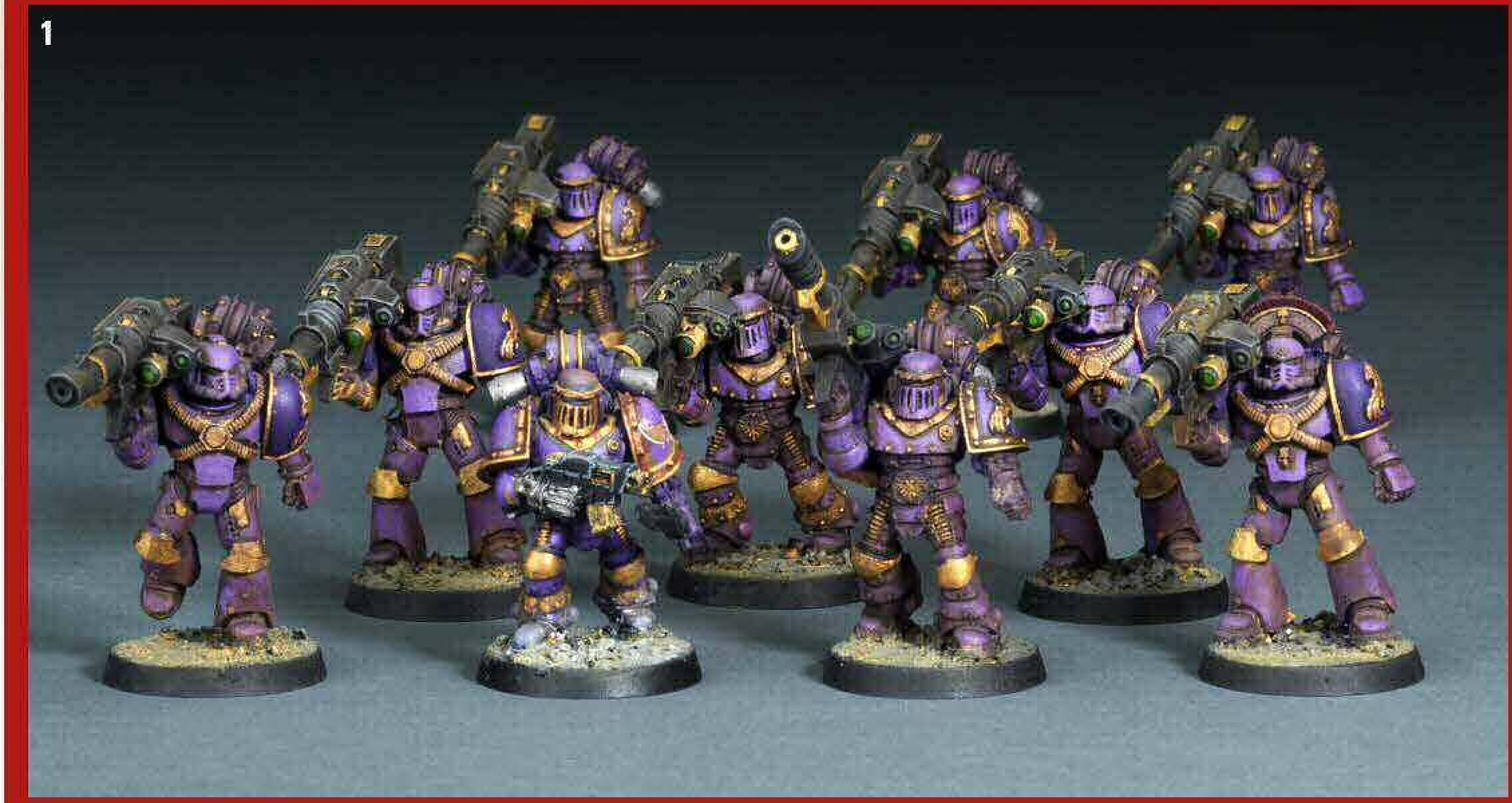

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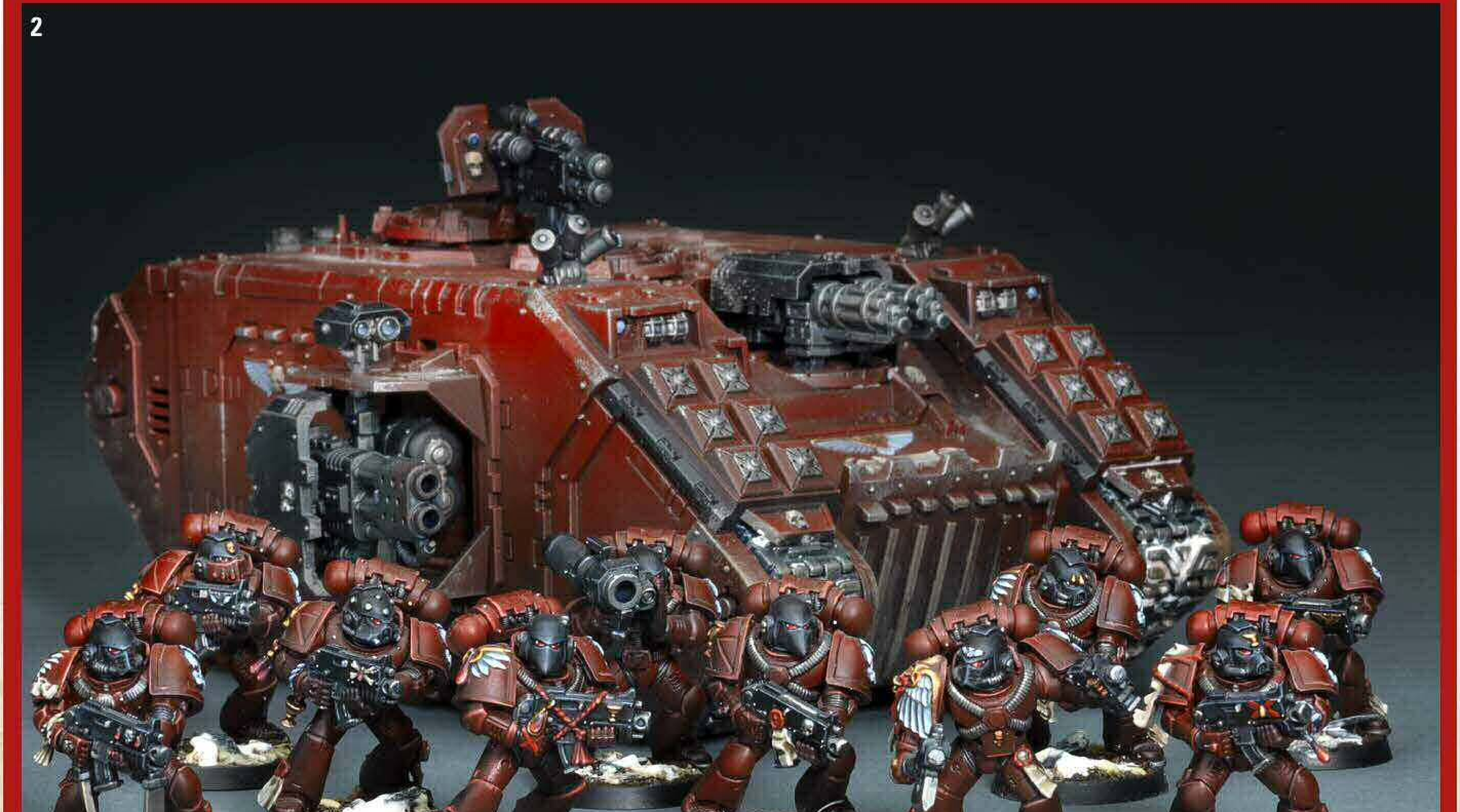

1 Blake Spence has been painting his Emperor's Children on and off since he helped populate the Forge World display board for Games Day 2012 – his army continues to grow nearly a year later.

2 "I remember seeing some pictures of Flesh Eaters models way back in Rogue Trader," Steve explained to us, on the subject of his Space Marine army. "They are a Blood Angels successor Chapter, so I have used the Blood Angels kits extensively."

THIS MONTH IN BLACK LIBRARY

This month we sat down with author John French in Bugman's Bar for a coffee and a natter about his latest book, *Ahriman: Exile*. We also had a poke about in the Black Library office to see what hobby they'd been getting up to recently.

John French has written a number of short stories, audio dramas and novellas for Black Library, including *Grey Angel* and *Fateweaver*.

THE ARCHITECT OF FATE

We asked John French to explain what made the character of Ahriman so appealing to write about.

John: I'd finished reading Graham McNeill's Thousand Sons and one of the things that struck me was that Ahriman came out of that as a very sympathetic character. But there was a very obvious tension between that portrayal and the way he is presented in the Codex, so I wondered how he got there.

At his heart, Ahriman just wants to fix his Legion. It's one of the interesting things about Ahriman, in fact it's one of the interesting things about the Thousand Sons; they have mind-blowing levels of hubris, and they all make the same mistakes as their fathers. So Magnus makes the same mistakes as the Emperor, believing that he can encompass all things and solve all the problems. And then, having watched Magnus do that, Ahriman believes he can do the same thing. There's an amazing level of arrogance and hubris at work. He doesn't believe that he is mighty, but that he is right.

Ahriman is, like a lot of Thousand Sons, supremely intelligent, and supremely blind. And that's really interesting to write about. There's not much point in having a character who is deluded but weak. But it's the fact that the delusion is linked to his incredible levels of power that makes him so dangerous, and so interesting.

He believes he's doing things for the noblest of reasons. He has nothing but noble motivations, but he's willing to do horrific things because he is absolutely driven to pursue those motivations. But, having tried to save his Legion from mutation, he's presented with the fact that he's effectively destroyed his Legion. He's been banished by his father, Magnus, and can never return to the Planet of the Sorcerers; he's effectively exiled from his Legion, and he has earned exile for all of those who believed him.

So I thought it would be interesting if, for a moment, that incredible confidence breaks. He's completely broken, he's in pieces. Ahriman, as he sees himself at the start of the novel, is a broken individual. He's suppressed his own power. He's been living as a mercenary, hiding in other Chaos Warbands under an assumed name, denying his own identity. He lets himself sink very, very low; he's very self pitying.

But Ahriman is favoured by Tzeentch. He has a destiny. He is a pawn of Tzeentch. He has a bigger part to play whether he wants it or not, and that leads me to the central theme of the book: fate. One of the things I wanted to explore is how much you can change your fate, if you know it. Can you change the past? Can you change the future? And if by trying to change it do you make it happen? So things start to happen, fate catches up with him and that catalyses the process of him picking himself up out of the dirt. This is the first book in the trilogy, and we'll see that arc of mastering his fate emerge over series. **AK**

PARTING SHOT

"We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back."
– Ghazghkull Mag Uruk Thraka

JULY 2013

HOBBY DIARY

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
June 22 WARHAMMER CAMPAIGN WEEKEND WARHAMMER WORLD	23 WARHAMMER CAMPAIGN WEEKEND WARHAMMER WORLD	24	25	26	27	28
Apocalypse Advance Order 29 WARHAMMER THRONE of SKULLS WARHAMMER WORLD	30 WARHAMMER KILL TEAM WARHAMMER WORLD	June 1	2	3 WARHAMMER WORLD Tickets on Sale: • Apocalypse Doubles • Warhammer: Throne of Skulls • Warhammer 40,000: Council of War	4	5
6	7	8	9	10	11	12
Apocalypse released 13 WARHAMMER ENTER THE CITADEL WARHAMMER WORLD	14 WARHAMMER BATTLE BROTHERS WARHAMMER WORLD	15	16	17	18	19
20 WARHAMMER THRONE of SKULLS WARHAMMER WORLD	21 WARHAMMER THRONE of SKULLS WARHAMMER WORLD	22	23	24	25	WHITE DWARF July issue on sale July 27th